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20th ANNIVERSARY
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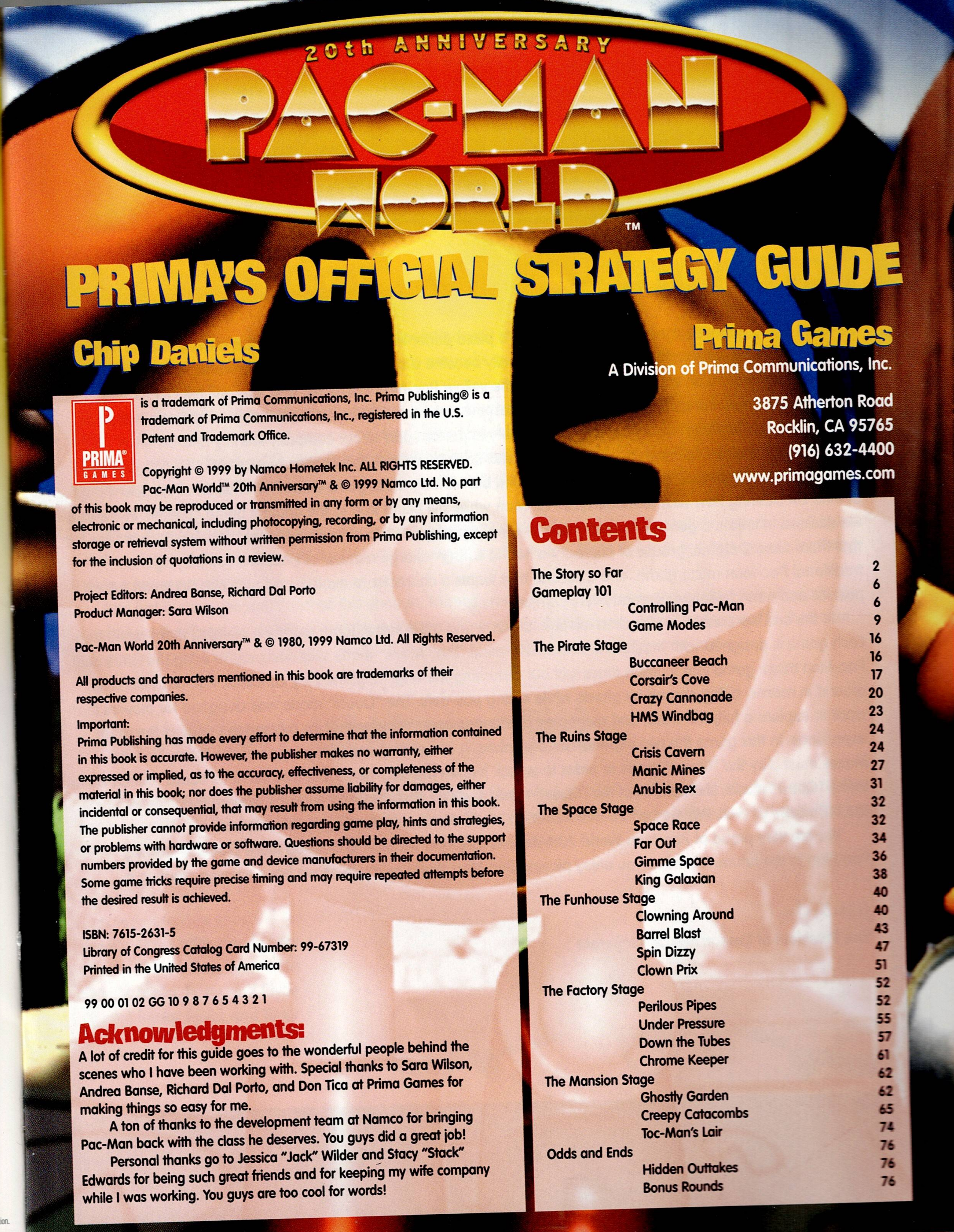

20th ANNIVERSARY PAC-MAN WORLD™

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Chip Daniels

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ISBN: 7615-2631-5
Library of Congress Catalog Card Number: 99-67319
Printed in the United States of America

99 00 01 02 GG 10 9 8 7 6 5 4 3 2 1

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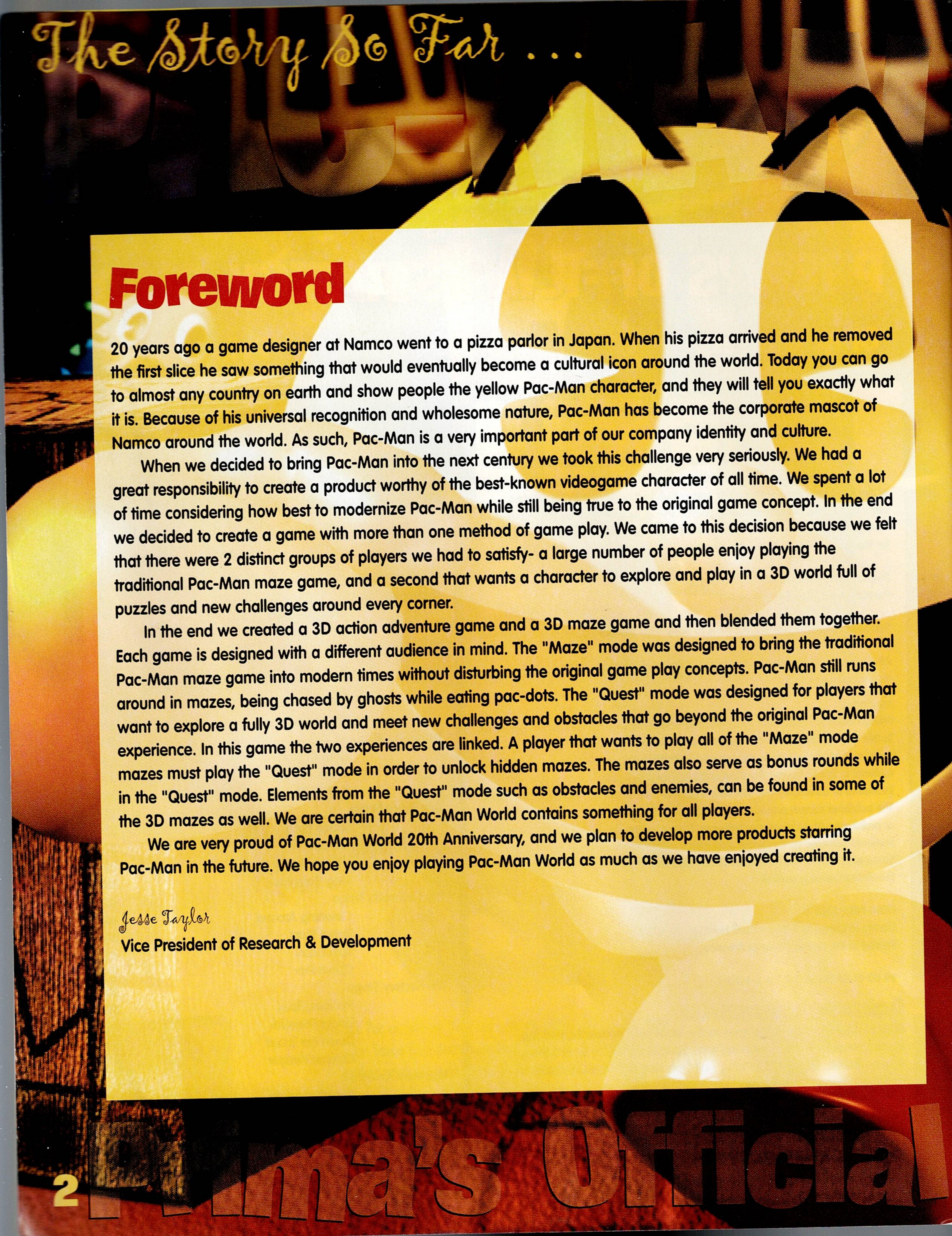
Acknowledgments:

A lot of credit for this guide goes to the wonderful people behind the scenes who I have been working with. Special thanks to Sara Wilson, Andrea Banse, Richard Dal Porto, and Don Tica at Prima Games for making things so easy for me.

A ton of thanks to the development team at Namco for bringing Pac-Man back with the class he deserves. You guys did a great job!

Personal thanks go to Jessica "Jack" Wilder and Stacy "Stack" Edwards for being such great friends and for keeping my wife company while I was working. You guys are too cool for words!

The Story So Far . . .



Foreword

20 years ago a game designer at Namco went to a pizza parlor in Japan. When his pizza arrived and he removed the first slice he saw something that would eventually become a cultural icon around the world. Today you can go to almost any country on earth and show people the yellow Pac-Man character, and they will tell you exactly what it is. Because of his universal recognition and wholesome nature, Pac-Man has become the corporate mascot of Namco around the world. As such, Pac-Man is a very important part of our company identity and culture.

When we decided to bring Pac-Man into the next century we took this challenge very seriously. We had a great responsibility to create a product worthy of the best-known videogame character of all time. We spent a lot of time considering how best to modernize Pac-Man while still being true to the original game concept. In the end we decided to create a game with more than one method of game play. We came to this decision because we felt that there were 2 distinct groups of players we had to satisfy- a large number of people enjoy playing the traditional Pac-Man maze game, and a second that wants a character to explore and play in a 3D world full of puzzles and new challenges around every corner.

In the end we created a 3D action adventure game and a 3D maze game and then blended them together. Each game is designed with a different audience in mind. The "Maze" mode was designed to bring the traditional Pac-Man maze game into modern times without disturbing the original game play concepts. Pac-Man still runs around in mazes, being chased by ghosts while eating pac-dots. The "Quest" mode was designed for players that want to explore a fully 3D world and meet new challenges and obstacles that go beyond the original Pac-Man experience. In this game the two experiences are linked. A player that wants to play all of the "Maze" mode mazes must play the "Quest" mode in order to unlock hidden mazes. The mazes also serve as bonus rounds while in the "Quest" mode. Elements from the "Quest" mode such as obstacles and enemies, can be found in some of the 3D mazes as well. We are certain that Pac-Man World contains something for all players.

We are very proud of Pac-Man World 20th Anniversary, and we plan to develop more products starring Pac-Man in the future. We hope you enjoy playing Pac-Man World as much as we have enjoyed creating it.

Jesse Taylor
Vice President of Research & Development

Introduction

When it originally debuted back in 1980, *Pac-Man* introduced thousands of people, both young and old, to the world of video games. Now, 20 years later, Namco prepares to draw in old and new fans alike with the release of *Pac-Man World*.

At its core, this is just a really great platform game. However, fans of the series will appreciate the attention to detail, which creates a very real sense of nostalgia. The little things really get to you. Things like the bouncing fruit, the ghosts running for dear life after Pac-Man collects a Power Pellet, and the familiar (though remixed) sound effects and level music. Everything comes together with well-planned cohesion, so this game truly deserves the *Pac-Man* name.

While *Pac-Man World* does feature an entirely new environment for Pac-Man to explore, Namco didn't leave out the original classic that started it all. You'll find everything there, too. Right down to the demo mode featuring the now infamous ghosts.

And just in case you don't find all this enough, Namco created an entirely new and original line of mazes to supplement the Quest mode. You'll find them scattered throughout Quest mode as well as featured in their own independent game mode, Mazes mode. All of this makes for some super-exciting gameplay!

Pac-Man History Quiz

OK, so you think to yourself "I played *Pac-Man* as a kid. I know what it's all about." But how much do you *really* know about it? Try this brief quiz to see just how much you remember, and maybe to help you learn something you never knew. You can find the answers in Chapter Nine, Odds & Ends.

Question One:

Can you name the ghosts in *Pac-Man*?

A) Inky, Tinky, Winky, and Dinky
B) Inky, Tinky, Winky, and Clyde
C) Inky, Blinky, Pinky, and Clyde
D) Inky, Blinky, Pinky, and Tinky

The Story So Far . . .

Question Two:

How many unique mazes did the original *Pac-Man* feature?

A) One
B) Two
C) Four
D) Seven

Question Three:

Can you name the 1982 hit song based on *Pac-Man* that eventually reached the Top 40?

A) *Eat It*
B) *Pac-Man Fever*
C) *Speedy Who?*
D) *Yellow Dots*

Question Four:

Can you name the difference between the *Ms. Pac-Man* and *Pac-Man* games?

A) *Ms. Pac-Man* featured moving fruit
B) The *Pac-Man* ghosts followed patterns, while the *Ms. Pac-Man* ghosts did not
C) *Ms. Pac-Man* had different mazes & color schemes
D) All of the above

Question Five:

Which Pac-Man game featured scrolling mazes so big they could not fit on one screen?

A) *Pac-Man Junior*
B) *Pac-Man*
C) *Ms. Pac-Man*
D) None of the above

Question Six:

What was the original proposed name of Pac-Man?

A) Big Yellow Mouth
B) Poc-Man
C) Ghost Gobbler
D) Puc-Man

Question Seven:

Name the first Toru Iwatani game released in the United States?

A) *Asteroids*
B) *Frogger*
C) *Gee Bee*
D) None of the above

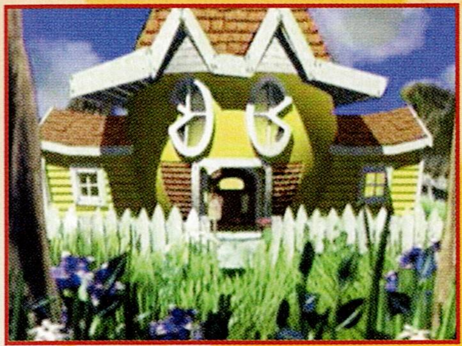
Question Eight:

Namco Ltd. in Japan created two of the Pac-Man arcade games, the original *Pac-Man* and which other game?

A) *Super Pac-Man*
B) *Ken's Elbows*
C) *Professor Pac-Man*
D) None of the above

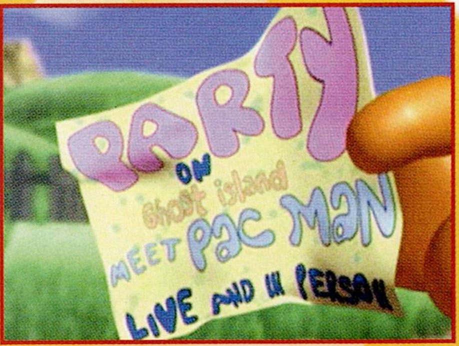
The Adventure Begins

As the time for Pac-Man's big 20th-anniversary bash approaches, Toc-Man decides to wreak havoc on Pac-Land's most popular resident.

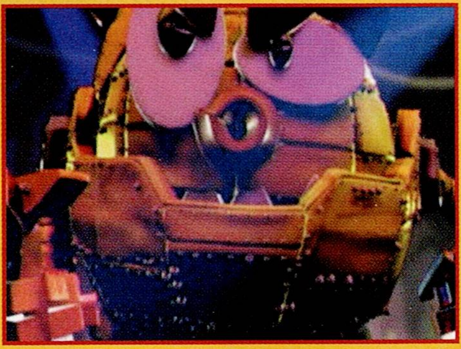


Pac-Man arrives home to find his party ruined and his friends missing. Chomp-Chomp the dog, Baby Pac, Pooka the cat, Professor Pac-Man, Pac Junior, and even Ms. Pac-Man have disappeared.

As the situation begins to look more and more dim for Pac-Man, he discovers an important clue. Toc-Man has captured his friends and holds them hostage at Ghost Island. Well, Pac-Man certainly can't stand for this, so it's off to Ghost Island to crash Toc-Man's party.



And crash the party he does. Toc-Man's minions, in the middle of his celebration to commemorate the kidnapping of Pac-Man, warn him of the *real* Pac-Man's arrival. Apparently they captured Ms. Pac-Man and the others by mistake.



The alarms sound and the word gets out: Toc-Man cannot allow Pac-Man to crash the party. Here your quest begins, Pac-Man. Good luck!

Using this Guide

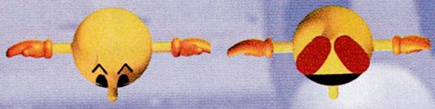
In this guide, you will find everything you need to beat the Quest mode 100 percent. You'll also find some helpful information on the rest of the game modes.

This chapter will teach you the ins and outs of gameplay. You'll learn how to control Pac-Man in his new environment and what to watch for as you start your journey. We'll also go over each game mode to make sure you have everything covered before you begin.

Chapters three through eight will help you guide Pac-Man through his journey in Quest mode. You'll learn the locations of those hard-to-find fruits and letters as well as some helpful strategies for defeating Toc-Man's minions. Refer to these chapters often as you navigate each level.

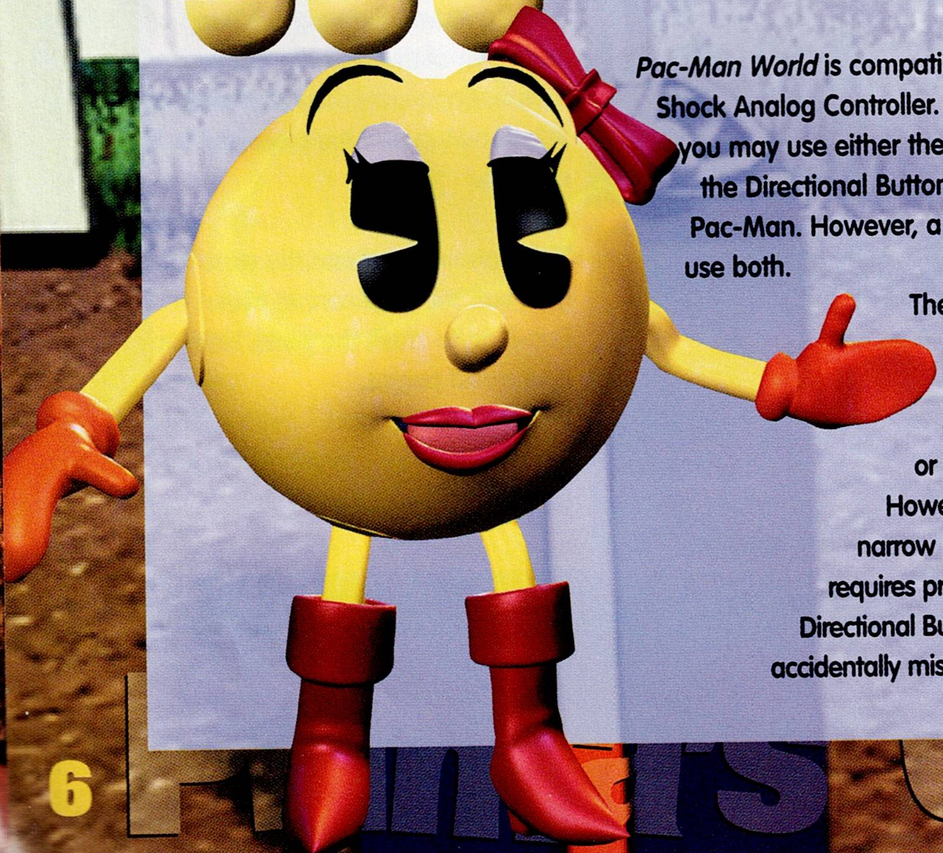
The last chapter will cover whatever else you need to know. There you'll find our last bits of advice and learn how to unlock the hidden Full Motion Video outtakes.

Controlling Pac-Man



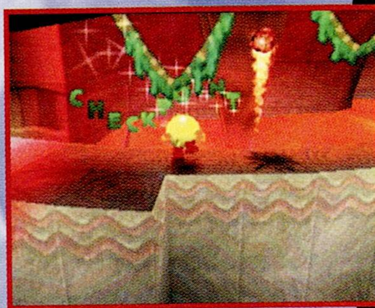
Pac-Man boasts some new moves this time around. However, controlling the lovable yellow fellow remains simple.

ANALOG OR DIGITAL?



Pac-Man World is compatible with the Dual Shock Analog Controller. With this controller, you may use either the Analog Sticks or the Directional Buttons to move Pac-Man. However, a *smart* player will use both.

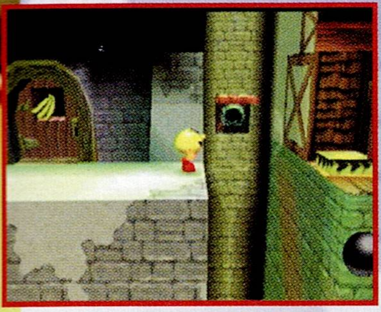
The Analog Sticks work well for general gameplay and especially well underwater or in wide-open areas. However, when you traverse a narrow path or any other area that requires precision, stick with the Directional Buttons so you won't accidentally misstep.



YOU MAY FIND NARROW PATHS DIFFICULT TO NAVIGATE. USE THE D-PAD TO FIND THE CORRECT POSITION.

JUMPING

To jump, press ×. This allows you to reach objects or areas above Pac-Man. While jumping seems easy enough, it occasionally requires a bit of strategy.

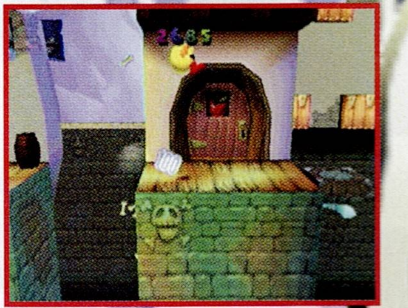


IF YOU JUMP AT THE WRONG TIME HERE, YOU MAY END UP WITH A CANNONBALL IN YOUR GUT.

Remember the importance of timing. Consider your surroundings before making your move. This will help you avoid hitting other obstacles either en route or when you land.

BUTT-BOUNCE

The Butt-Bounce allows Pac-Man to attack enemies or reach areas too high for normal jumps. To execute a Butt-Bounce, press × while in the air, or press × twice while on the ground. When done correctly, a Butt-Bounce will land Pac-Man on his butt and bounce him into the air again.

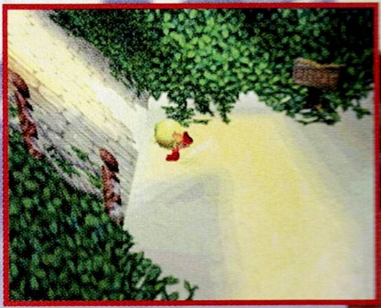


INSTEAD OF WASTING YOUR PAC-DOTS, TRY USING THE BUTT-BOUNCE TO FLATTEN YOUR ENEMIES.

Remember that a Butt-Bounce will cause you to jump higher than normal. If an area seems just out of reach, you can probably reach it with a Butt-Bounce. You can also attack enemies by Butt-Bouncing on their heads. Give it a try. Talk about fun! You can reach even higher areas by Butt-Bouncing on enemies and then moving to higher platforms.

REV ROLL

To execute a Rev Roll, press and hold ■. When you release the button, Pac-Man will take off in a high-speed roll.



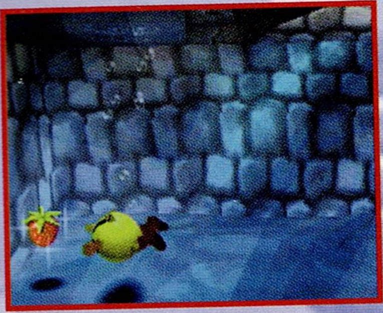
THE REV ROLL SHOULD GIVE YOU JUST ENOUGH SPEED TO REACH THE TOP.

Typically, you'll use this command while riding a Helivator. We'll discuss Helivators later in this chapter. The Rev Roll can also help you proceed up a steep hill or use a ramp to reach a far-off area. A Rev Roll at the base of either of them will give you the necessary speed.

NOTE

You can also attack your enemies with a Rev Roll. But take care because this method won't work on everyone.

SWIMMING

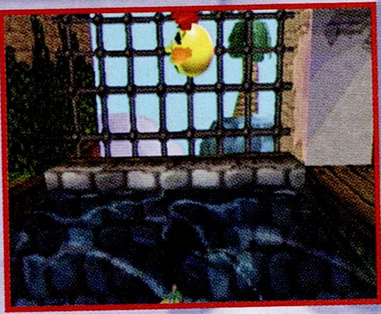


KEEP AN EYE OUT FOR HIDDEN GOODIES UNDERWATER.

Yes, Pac-Man can swim! To maneuver through the water, use × and ▲ to swim up and down, respectively. A healthy portion of the gaming action takes place underwater, so get familiar with swimming. Not to mention, water offers a good place to hide all sorts of goodies.

DOLPHIN JUMP

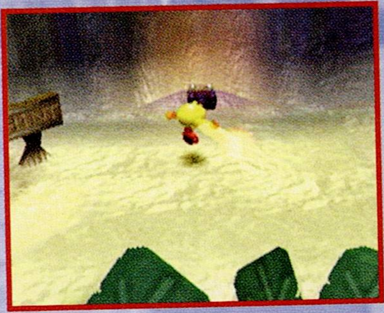
To make this fancy move, press and hold × while in the water. Pac-Man will gracefully leap out of the water in a Dolphin Jump. This elegant jump comes in handy for grabbing fruit hovering above the water. It also provides a quick and easy way to get out of the water.



YOU'LL ALWAYS FIND THE DOLPHIN JUMP THE EASIEST WAY OUT OF THE WATER—SOMETIMES IT'S THE ONLY WAY.

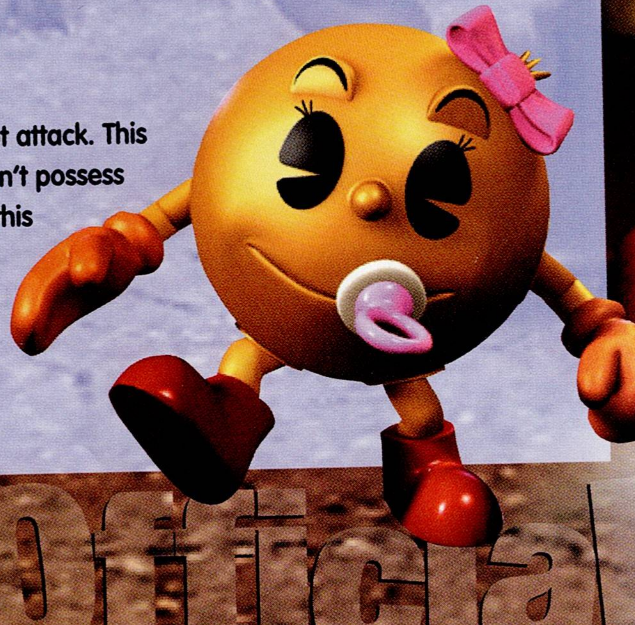
PAC-DOT ATTACKS

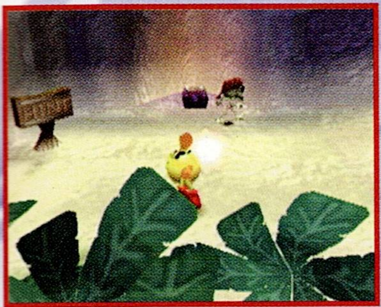
The Pac-Dot attack and the Super Pac-Dot attack consume your supply of Pac-Dots, reducing your point total. Use these attacks only if you must.



THE PAC-DOT ATTACK WILL COST YOU ONE PAC-DOT.

Press ● to perform a Pac-Dot attack. This will cost one Pac-Dot. If you don't possess any Pac-Dots, you cannot use this attack.





THE SUPER PAC-DOT ATTACK WILL COST YOU 10 PAC-DOTS.

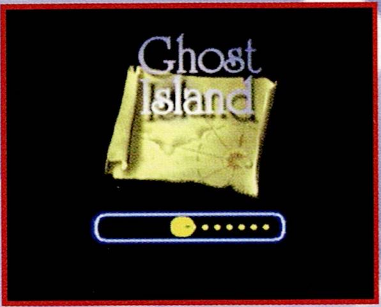
Hold down and release ● to perform a Super Pac-Dot attack. This essentially sets off a small explosion that affects all enemies nearby. This attack costs 10 Pac-Dots, so use it sparingly.

Game Modes

Pac-Man World contains three game modes—Quest, Mazes, and Classic. The bulk of the game takes place in Quest mode, so we'll begin there.

QUEST MODE

GHOST ISLAND



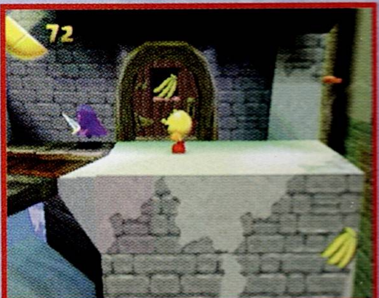
Quest mode takes place entirely on Ghost Island, Toc-Man's base. Your journey begins on Buccaneer Beach and continues through 22 more levels across six stages.

Buccaneer Beach serves as your training ground. Throughout the level, you will encounter hint signs that put you through the motions of gameplay. Pay close attention to these signs so you can quickly adapt to the game environment.

FRUIT DOORS

You will encounter Fruit Doors on nearly every level. Take note of the fruit pictured on the front of the Fruit Door. The fruit acts as a kind of key card. You must possess at least one of the fruit pictured in order to open the door.

Behind the Fruit Doors, you will find all sorts of things. Usually, you will find a P-A-C-M-A-N letter or a switch. Often, you must backtrack through a level to open a door because the fruit is not always easily accessible.



YOU WILL NEED AT LEAST ONE BANANA TO OPEN THIS DOOR.

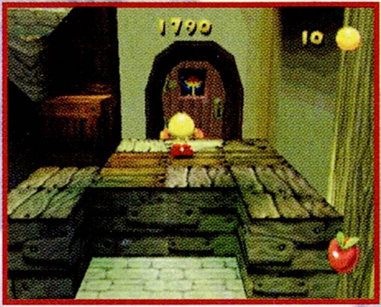
P-A-C-M-A-N LETTERS

BONUS LEVEL

To complete this game with a score of 100 percent, you must collect all the letters on each level to spell Pac-Man. Some of the letters prove difficult to find, but don't worry—we've done all the homework for you.

Once you can spell Pac-Man on any level, you will enter a bonus round when the level ends. During this round, you must collect as much fruit as possible before the time expires. The fruit you collect in the bonus round counts toward your overall score.

GALAXIAN DOORS

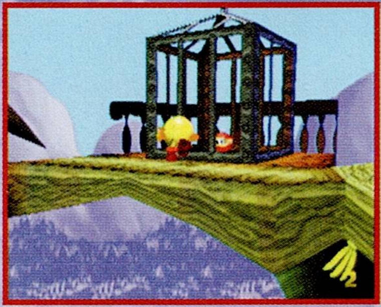


EACH GALAXIAN DOOR WILL LEAD YOU TO A MAZE.

Galaxian Doors work like Fruit Doors do. You must first collect a Galaxian before you can enter. Here, you know what you'll find behind the door—a maze.

Every maze you encounter in Quest mode adds to your maze collection. This collection becomes available in the Mazes mode. For more information about the mazes that you encounter in Quest mode, refer to the Mazes mode section of this chapter.

KEYS & CAGES



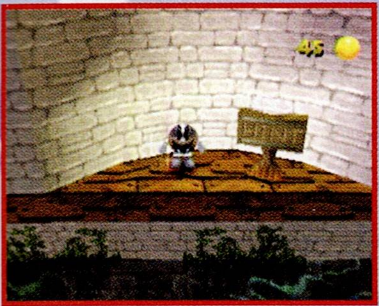
BEFORE YOU CAN FREE YOUR FRIEND, YOU'LL HAVE TO FIND A KEY TO THE CAGE.

In Quest mode, you attempt to rescue Pac-Man's friends from locked cages. You'll find one captive friend in each game stage. However, you must find the key to open the cages before you can rescue them.

NOTE

You might find a key in a different level than the cage it opens. You may need to explore the other levels in that stage before you can free your friends.

CHROME POWER-UP



THE CHROME POWER-UP ALLOWS YOU TO SMASH TREASURE CHESTS UNDERWATER.

The Chrome Power-Up makes Pac-Man invulnerable for a short period. It will also make him heavy enough to walk underwater. Use this power-up to break treasure chests underwater with a Butt-Bounce. To leave deeper water, you must wait until the power-up wears off. Pac-Man will begin flashing before that happens.

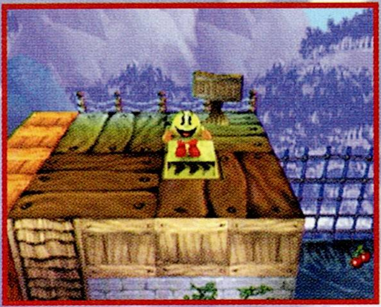
ULTRA BUTT-BOUNCE

The Ultra Butt-Bounce is a rare power-up that allows Pac-Man to wipe out every enemy on the screen with one bounce. Now that's impressive!

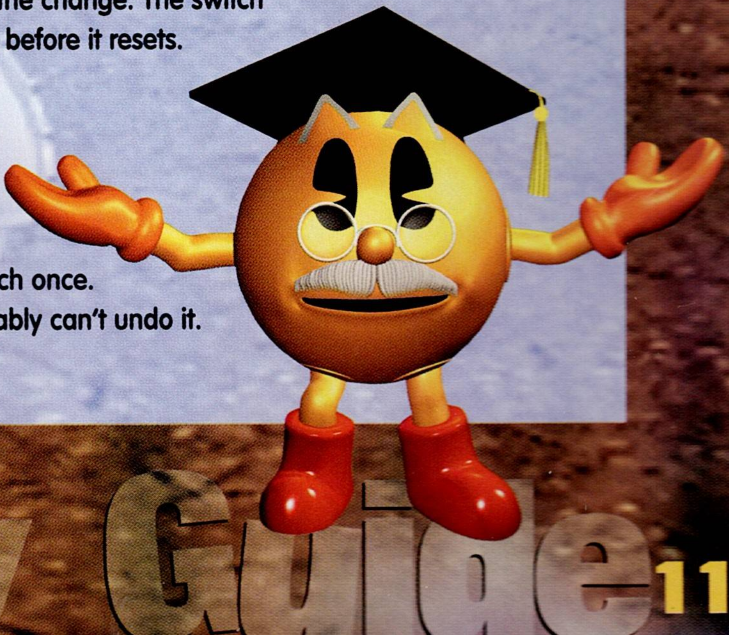
SWITCHES

You will find switches all over. Each of the three types of colored switches performs a different function.

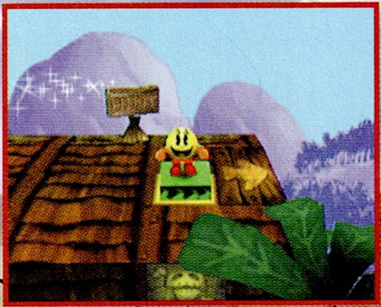
Yellow



A Yellow switch typically activates something in the level where you find it. Most of the time, you should notice the change. The switch remains active for a short time before it resets.

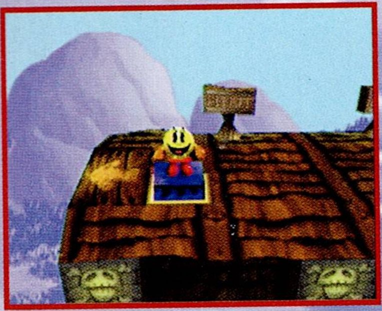


Green

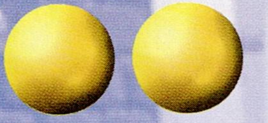


You can only use a Green switch once. Whatever the effect, you probably can't undo it.

Blue

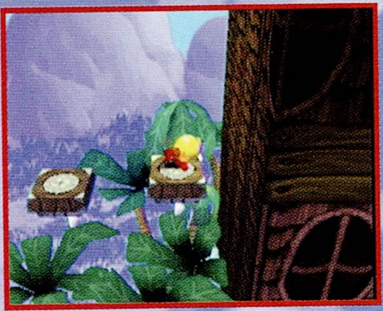


A Blue switch can do a variety of different things. You never know what you'll find. However, Blue switches tend to work in pairs, with each switch canceling the effect of the other.



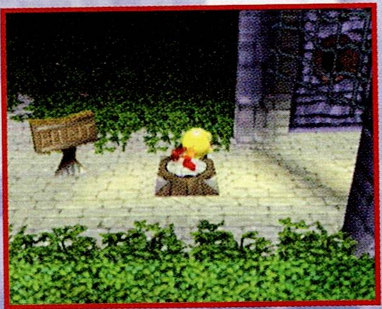
HELIVATORS

Helivators appear whenever you face a wide space to cross, either horizontally or vertically. To use a Helivator, just stop on it and perform a Rev Roll by holding down ■. If you let go during the ride, you will begin to head back to where you started. The Helivator comes to a stop automatically as soon as it reaches its destination. To get off, simply jump to land.



REV ROLL ON A HELIVATOR TO GET IT TO MOVE.

REV PLATES

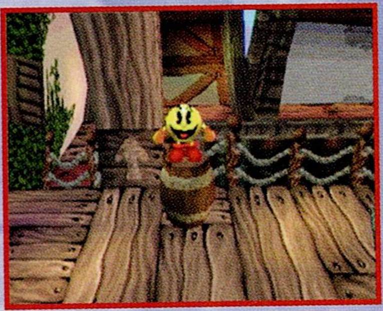


THIS REV PLATE WILL OPEN THE GATE IN FRONT OF YOU.

Rev Plates work the same way Helivators do, except that Pac-Man does not move. The Rev Plate actually moves something else. Just hop on and perform the Rev Roll. Pay close attention to whatever the Rev Plate moved. Most of the time it will begin to move back immediately.

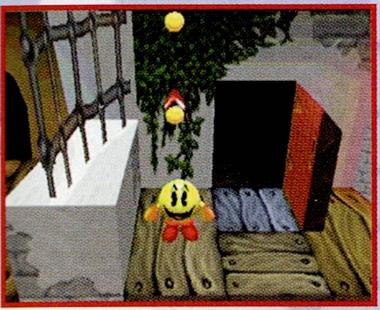
TREASURE CHESTS & BARRELS

You'll encounter more Treasure Chests, Barrels, and Crates, than any other items. Destroy each one to grab any goodies they may contain, but take care. Barrels or Crates can boost you to other areas. Before you destroy them, make sure you don't need them for anything.



DON'T DESTROY THIS BARREL RIGHT AWAY, OR YOU MAY MISS SOMETHING IMPORTANT.

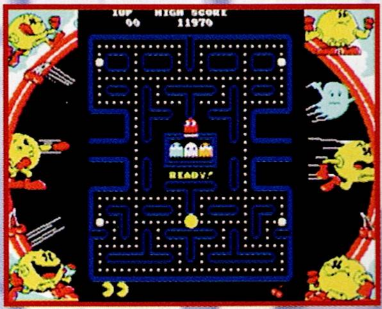
MAGIC PAC-DOT CHAINS



MAGIC PAC-DOT CHAINS OFTEN TAKE YOU TO SPECIAL AREAS OF THE LEVEL THAT ARE INACCESSIBLE OTHERWISE.

Magic Pac-Dot Chains appear occasionally during your travels. Most of the time, they appear after you activate a Blue switch. If you jump into the first Pac-Dot, you will automatically move to the second, and so on. Pac-Man will follow the chain of Pac-Dots until he reaches the end, where he usually finds a nice surprise.

CLASSIC MODE



THIS SCREEN WILL BRING BACK MEMORIES TO MANY OF YOU WHO PLAYED COUNTLESS HOURS OF PAC-MAN IN ARCADES.

The Classic mode takes you back 20 years and lets you experience all the fun of the original Pac-Man. This mode has everything you remember, right down to the original sound effects.

For those players unfamiliar with the classic arcade game, follow the brief instructions below.

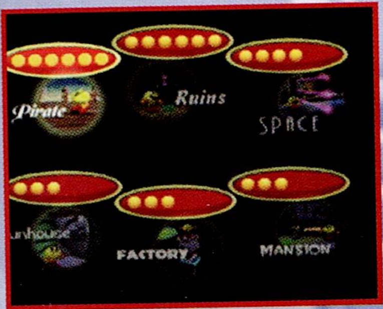
- Collect every Pac-Dot to complete the level.
- Avoid the ghosts Inky, Blinky, Pinky, and Clyde.
- Use the Power Pellets to chomp the ghosts. You can only nab ghosts after they turn blue.
- Collect the fruit to earn extra points. You receive one extra life when you reach 10,000 points.

The object: to stay alive as long as possible while collecting as many points as you can. You can earn more points by eating the fruit and by chomping as many ghosts as possible after eating one Power Pellet. Refer to your game manual for a complete list of point values.

MAZES MODE

The basic gameplay in Mazes mode resembles that of Classic mode; you run around collecting Pac-Dots while avoiding the ghosts.

However, you will notice a few differences. Besides the graphic elements, you may encounter obstacles and other twists along the way.



MAZES MODE MENU.

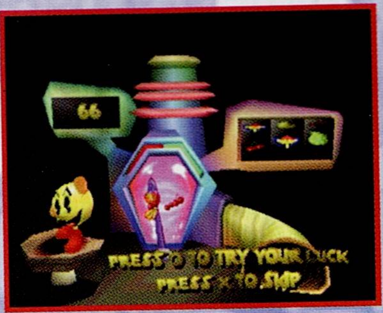
Mazes mode initially features 18 mazes to play on, three per stage. As you advance through Quest mode, you can unlock three more mazes per stage by opening all the Galaxian Doors.

Once you collect all the mazes, you can compete in the Maze Marathon, which will feature all 36 mazes played back-to-back. If you win, you'll unlock a hidden art gallery.

Tips & Hints

I know you want to begin playing now, but before you go, check out these last-minute tips.

WEIGH-IN SLOT MACHINE



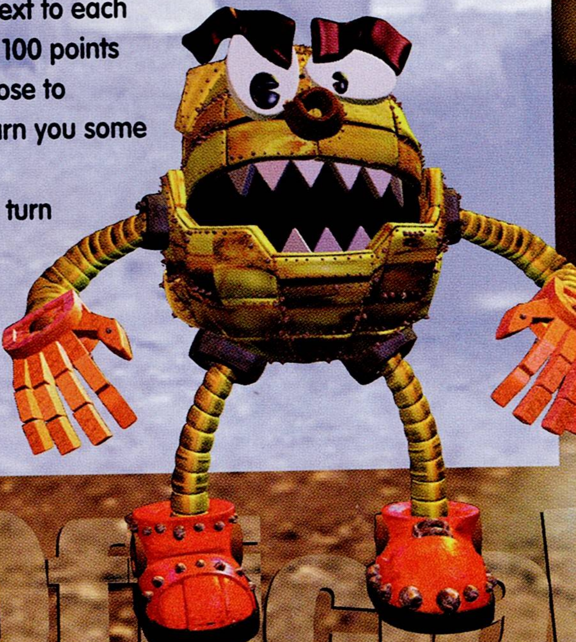
THE SLOT MACHINE WILL BEGIN AUTOMATICALLY IF YOU FINISH A LEVEL WITH AT LEAST THREE FRUITS.

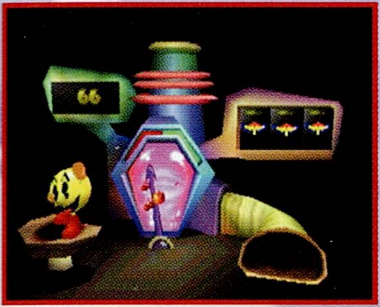
After you complete each level, you will "weigh in" to determine your score. This means adding up all your Pac-Dots, P-A-C-M-A-N letters, and fruits.

If you possess three or more fruits when you weigh in, you will get a chance to try your luck at the slot machine. The slot machine can reward you in one of two ways.

If you get two of the same fruit next to each other, you will receive an additional 100 points toward your level score. If you get close to beating a previous score, this can earn you some extra points.

If you get all three wheels to turn up the same fruit, you will receive extra lives. The number of lives you receive depends on the type of fruit you match.





IF ALL THREE WHEELS TURN UP THE SAME FRUIT, YOU WILL RECEIVE SOME EXTRA LIVES.

Of course, we just happen to know a way to get the most out of the slot machine.

You'll find the Galaxians easiest to match. Keep your eye on the first wheel and take note when you see the Galaxian pass by. Once it does, start counting each Cherry. Press ● as the sixth Cherry passes by in the center of the wheel, and you should land on the Galaxian.

Or try this simple method: Look for the Galaxian on the upper part of the wheel. As soon as you see it come up, press ●, and you should land on the Lemon that follows the Galaxian. Since each wheel contains only one Galaxian, you have only a slim chance of missing your target.

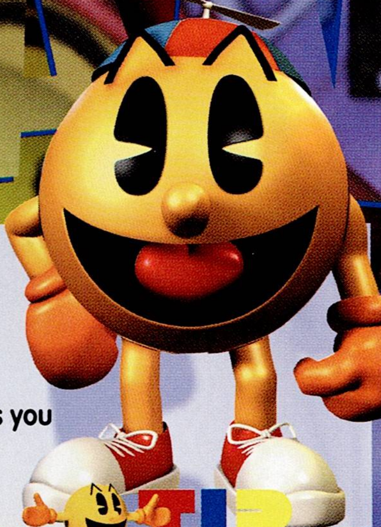
EXPLORE YOUR SURROUNDINGS

You'll probably play each level repeatedly. No one expects you to score 100 percent on the first try.
In fact, you should usually explore a level completely the first time you reach it. Try to become familiar with the level before you seriously attempt to finish it with 100 percent. You should find extra lives fairly easily, so don't fear dying a few times while you explore.

DON'T GET DISTRACTED

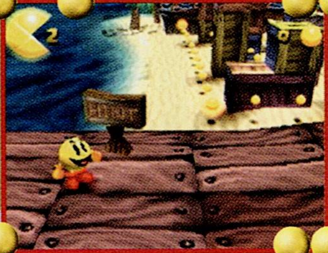
Some of Toc-Man's minions tend to reappear after you dispense with them. This becomes more likely if you lose a life after you trounce them.

The enemies will reappear in the same area and never wander too far. If you know you killed them earlier, don't bother to do so again. You won't earn any extra points for killing the same enemy again. You just put yourself at risk.

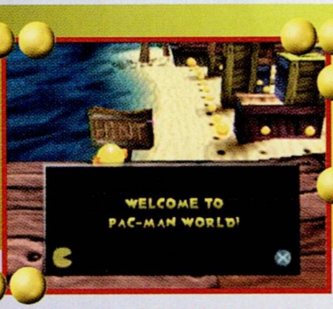


Buccaneer Beach

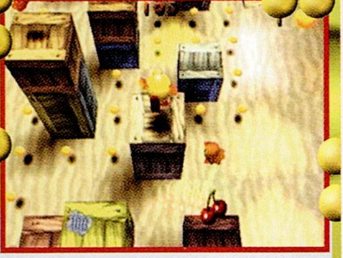
Buccaneer Beach serves as Pac-Man's training level. Stop and read every hint sign as you work your way through the level.



YOU APPEAR ON BUCCANEER BEACH AFTER VIEWING AN AWESOME FMV CINEMA OF PAC-MAN ARRIVING ON GHOST ISLAND.



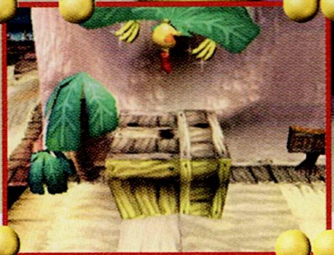
PAC-MAN TRAINS HERE FOR THE LONG ROAD AHEAD. BEGIN BY READING THE HINT SIGN NEXT TO YOU.



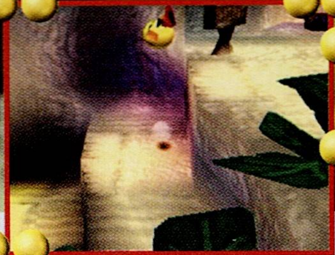
GATHER ALL THE PAC-DOTS ON THE BEACH ABOVE THE FIRST HINT SIGN. USE THE CRATES AS STEPS TO JUMP UP AND GATHER THE FRUIT ABOVE YOU.

TIP

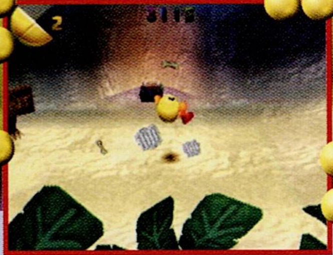
Use the Power Pellets (large Pac-Dots) to chomp the two ghosts. You'll get more points if you get both ghosts on the same pellet. Try not to accidentally pick up another pellet while you chase them.



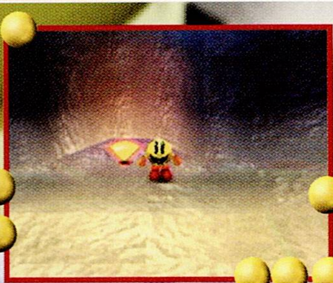
MOVE TO THE RIGHT ONCE YOU FINISH WITH THE BEACH AREA. INSPECT THE TREES ON THIS PLATFORM AND GRAB THE BANANAS HIDDEN NEAR THE BRANCHES.



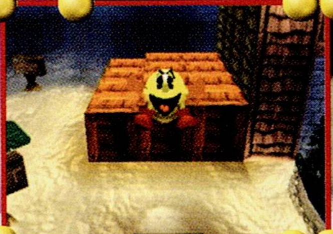
READ THE HINT SIGN TO LEARN HOW TO BUTT-BOUNCE. THEN TRY BUTT-BOUNCING UP THOSE LEDGES.



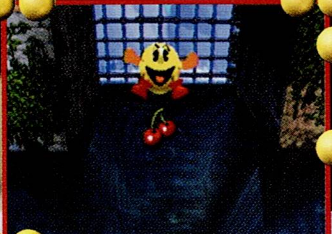
YOU'LL ENCOUNTER YOUR FIRST ENEMIES AT THE TOP. DON'T WORRY, A GOOD BUTT-BOUNCE WILL TAKE CARE OF THEM.



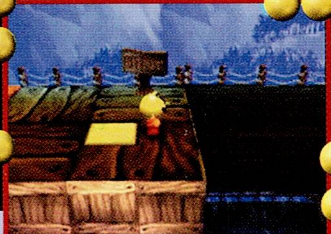
IN FACT, THAT TREASURE CHEST SEEMS TO BE ASKING FOR IT AS WELL. SHOW THE CHEST YOUR NEW TRICK AND COLLECT THE HEALTH WEDGE BEFORE YOU MOVE ON.



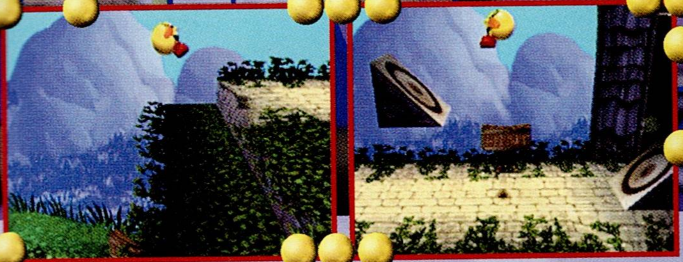
READ THE NEXT TWO HINT SIGNS, THEN BUTT-BOUNCE THE GREEN SWITCH TO RAISE A PATH TO THE NEXT AREA.



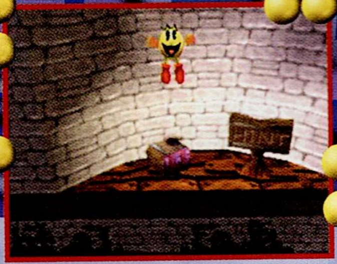
HOWEVER, BEFORE YOU GO UP THERE, YOU SHOULD TAKE PAC-MAN FOR A DIP IN THE WATER. PRACTICE SOME DOLPHIN JUMPS TO RETRIEVE THOSE CHERRIES FLOATING ABOVE THE WATER.



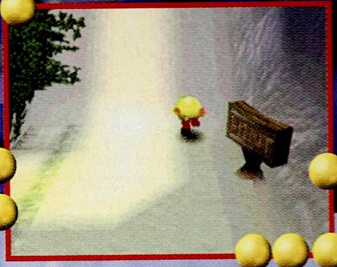
PROCEED UP THE PATH YOU RAISED EARLIER, THEN ACTIVATE THE YELLOW SWITCH TO LOWER THE DRAWBRIDGE. THE MESSAGE ON THE HINT SIGN TALKS ABOUT YELLOW SWITCHES RESETTING AFTER A SHORT TIME, SO MOVE ACROSS THE DRAWBRIDGE QUICKLY.



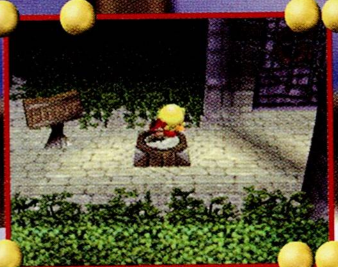
USE THE B-DOING SPRINGPADS TO REACH THE NEXT AREA. DON'T YOU FIND B-DOINGS FUN? SOME OF THE LEVELS LATER IN THE GAME FEATURE MULTIPLE B-DOING ACTION!



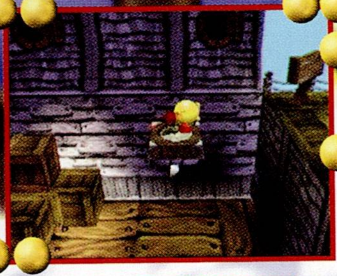
SMASH THIS TREASURE CHEST ON THE LEDGE ABOVE THE WATER TO GRAB THE CHROME POWER-UP. YOU'LL NEED THIS POWER-UP TO GET THE CHEST IN THE WATER. DON'T FORGET TO GRAB THE PAC-DOTS AND FRUIT ON YOUR WAY OUT.



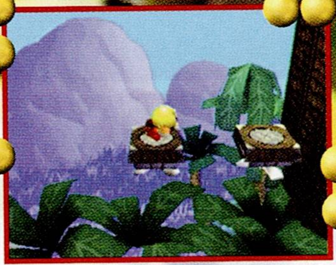
REV ROLL UP THE HILL PAST THE CHECKPOINT, THEN DESTROY THE SKELETON PIRATE AT THE TOP.



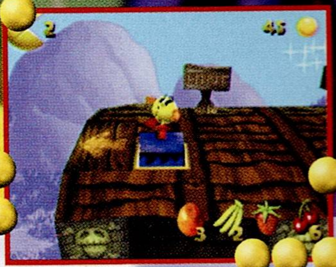
USE THE REV PLATE TO OPEN THE GATE.



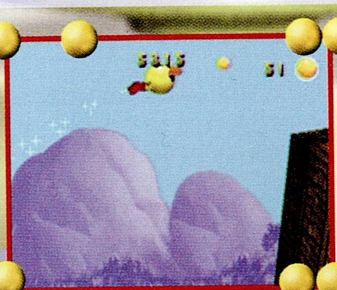
NOW USE THE HELIVATORS TO CROSS THREE CONSECUTIVE GAPS TO THE NEXT CHECKPOINT.



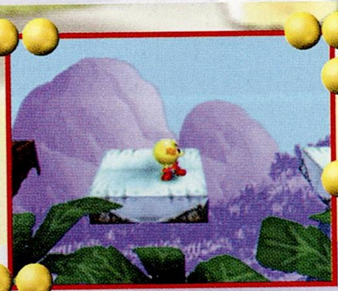
YOU MUST JUMP FROM ONE HELIVATOR TO ANOTHER HERE. THE SECOND HELIVATOR MOVES VERTICALLY.



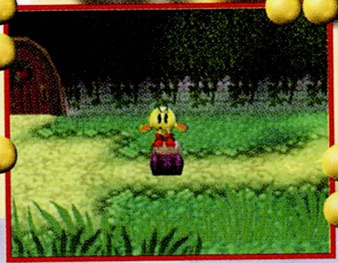
JUMP OFF THE HELIVATOR WHEN IT REACHES THE TOP OF ITS CLIMB. READ THE HINT SIGNS, THEN ACTIVATE THE BLUE SWITCH. THIS WILL REVERSE THE DIRECTIONS OF THE HELIVATORS.



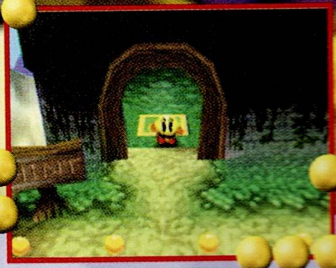
RIDE THE TWO HELIVATORS BACK TO THE PLATFORM YOU VISITED EARLIER. ACTIVATE THE OTHER BLUE SWITCH, THEN RIDE ALONG THE MAGIC PAC-DOT CHAIN.



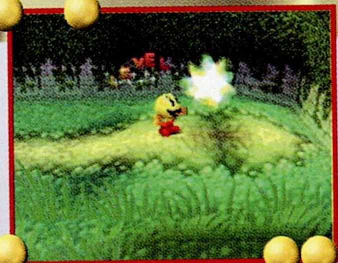
NOW ACTIVATE THAT GREEN SWITCH ON THE RIGHT SIDE OF THE PLATFORM. IT WILL ACTIVATE TWO MOVING PLATFORMS. RIDE THE FIRST ONE, THEN JUMP TO THE SECOND ONE.



JUMP OFF THE SECOND PLATFORM AND HEAD FOR THIS CHEST. SMASH IT OPEN AND GRAB THE APPLE SO YOU CAN OPEN THE FRUIT DOOR.



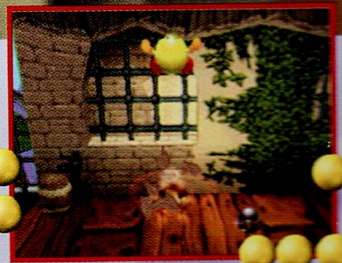
ACTIVATE THE GREEN SWITCH TO REVEAL SOME PAC-DOTS OUTSIDE. COLLECT THE PAC-DOTS AND USE THE POWER PELLET TO CHOMP THE GHOST.



HEAD TO THE RIGHT ONCE YOU DISPENSE WITH THE GHOST AND GRAB ALL THE PAC-DOTS. GRAB THE LEVEL COMPLETE TOKEN, AND YOU WILL RETURN TO GHOST ISLAND.

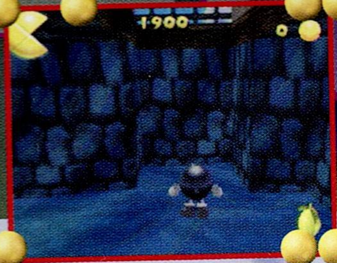
Corsair's Cove

When you reach Corsair's Cove, you encounter your first *real* level. You will also find your first P-A-C-M-A-N letters and Galaxian Doors.

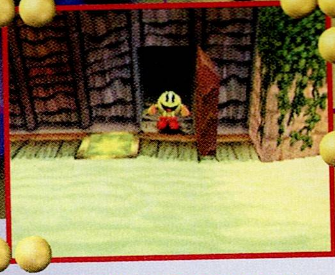


DESTROY ALL THE BARRELS TO THE RIGHT OF THE STARTING POINT ACROSS THE WATER. WHILE THERE, GRAB THE CHROME POWER-UP FROM THE TREASURE CHEST BEFORE YOU GET WET.

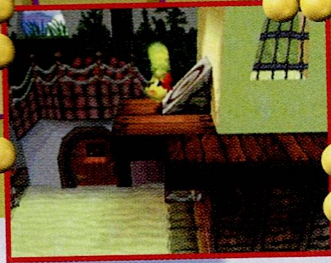
The Pirate Stage



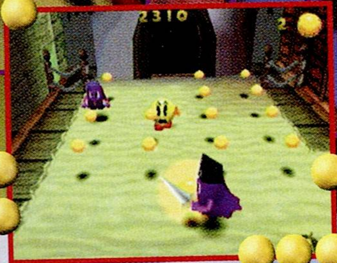
WITH THE CHROME POWER-UP YOU CAN GRAB THE EXTRA LIFE AND THE LEMON FROM THE TREASURE CHESTS IN THE WATER.



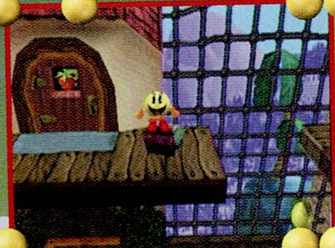
AFTER THE FIRST CHECKPOINT, YOU WILL ENCOUNTER A COUPLE OF GHOSTS IN FRONT OF A FRUIT DOOR. CONTINUE PAST THE GHOSTS AND USE THE YELLOW SWITCH TO ENTER THE DOOR.



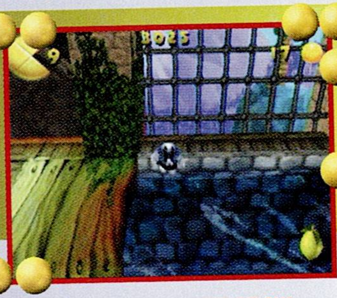
USE THE B-DOING ON THE UPPER LEDGE TO REACH THE OPPOSITE SIDE. ONCE THERE, YOU CAN BUTT-BOUNCE THE PARROT AND NAB THE CHERRIES FROM THE TREASURE CHEST.



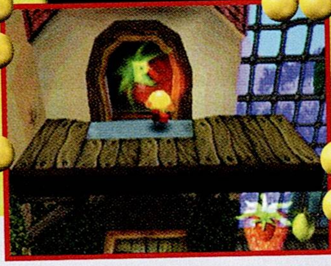
OPEN THE FRUIT DOOR AND ACTIVATE THE SWITCH. GOBBLE UP ALL THE PAC-DOTS THAT APPEAR, AND DON'T FORGET THE GHOSTS.



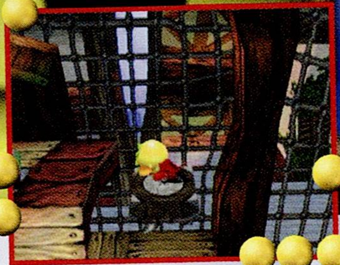
LEAP OVER THE WATER JUST PAST THE NEXT CHECKPOINT. HEAD FOR THE UPPER LEDGE BY WAY OF THE YELLOW SWITCH AND GRAB THE CHROME POWER-UP FROM THE CHEST IN FRONT OF THE FRUIT DOOR.



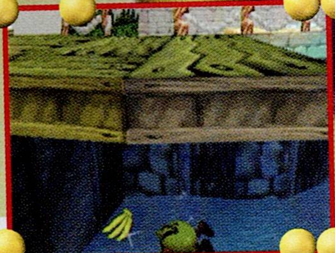
DROP DOWN TO THE WATER BELOW AND COLLECT THE STRAWBERRY AND THE LIFE WEDGE. YOU KNOW WHAT TO DO WITH THAT FRUIT, SO GET TO IT!



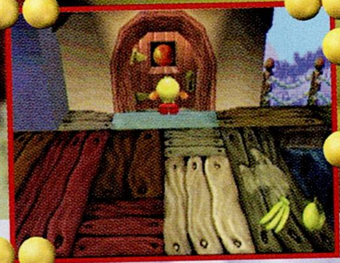
YOU'LL FIND THE LETTER "P" BEHIND THE FRUIT DOOR. ONE LETTER DOWN, FIVE MORE TO GO.



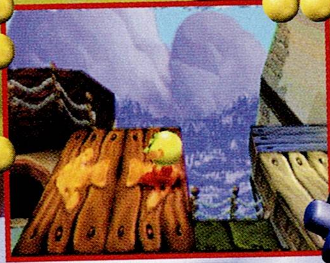
THE TREASURE CHEST ON THIS LEDGE CONTAINS A CHROME POWER-UP. YOU CAN USE IT TO OPEN THE UNDERWATER CHEST YOU PASSED ON YOUR WAY UP HERE. HOWEVER, YOU MUST GET BACK TO THE WATER IN A HURRY. INSIDE THE CHEST, YOU WILL FIND THE LETTER "A."



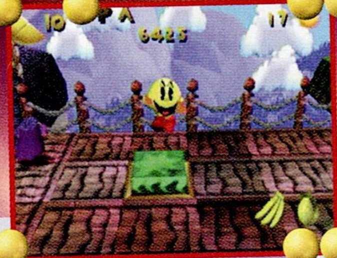
GRAB THIS BANANA. YOU CAN ALSO FIND A HEALTH WEDGE ON THE OPPOSITE SIDE IN CASE YOU NEED IT.



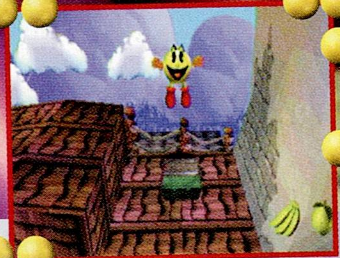
JUST PAST THE NEXT CHECKPOINT WAITS ANOTHER FRUIT DOOR. YOU WANT AN ORANGE THIS TIME. CHECK OUT THE WATER AND SEE WHAT TURNS UP.



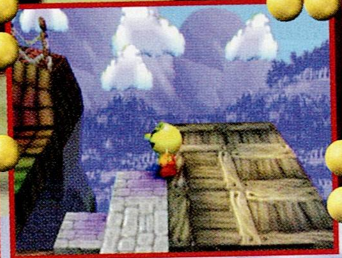
THE SWITCH INSIDE THE ORANGE FRUIT DOOR WILL ACTIVATE THIS MOVING PLATFORM. GO TO THE LEFT SIDE AND PROCEED UP TO THE ROOFTOPS.



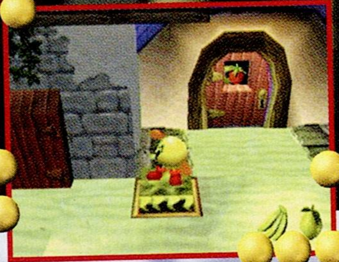
JUMP ON THIS SWITCH TO ACTIVATE A FIELD OF PAC-DOTS. LOOK ON EITHER SIDE OF THE ROOF TO FIND THE POWER PELLETS.



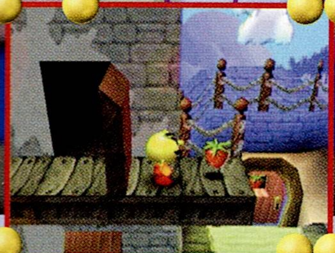
CONTINUE TO THE RIGHT UNTIL YOU REACH THIS TREASURE CHEST. SMASH IT OPEN AND GRAB THE LETTER "M."



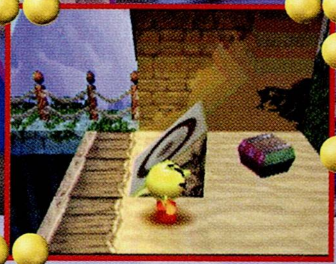
HEY! WHAT ABOUT THE LETTER C? DON'T WORRY—YOU'LL FIND IT SOON. FOR NOW, HEAD BACK TO THE LEFT AND USE THESE STEPS TO GET DOWN TO THE GROUND LEVEL.



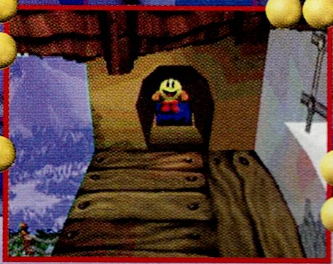
IF YOU LOOK CLOSELY, YOU CAN ACTUALLY MAKE OUT THE LETTER "C" BEHIND THE DOOR. USE THE YELLOW SWITCH TO ACCESS THE UPPER LEDGE.



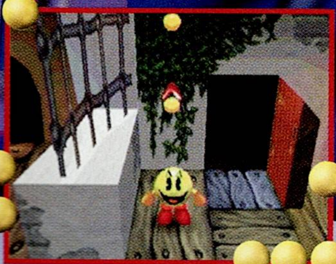
YOU MUST JUMP EITHER OVER OR AROUND THE OPEN DOOR TO REACH THE TREASURE CHEST THAT CONTAINS A STRAWBERRY. ONCE YOU COLLECT IT, GO BACK TO THE DOOR AND GET YOUR FOURTH P-A-C-M-A-N LETTER.



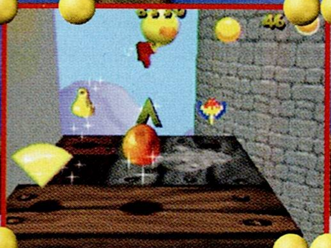
LOOK BEHIND THIS B-DOING TO NAB SOME CHERRIES FROM THAT TREASURE CHEST. HMMM, I WONDER WHERE THAT B-DOING GOES?



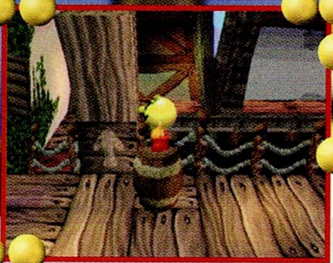
THIS SWITCH WILL UNLOCK A MAGIC PAC-DOT CHAIN ON THE OTHER SIDE OF THE GRATE.



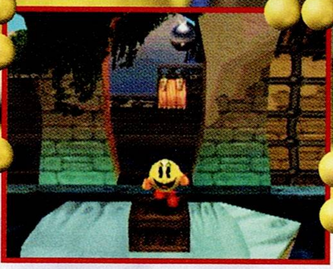
YOU MUST CUT THROUGH THE WATER TO REACH THIS SIDE. ALONG THE WAY YOU WILL PASS A GALAXIAN DOOR. UNFORTUNATELY, YOU STILL MUST FIND THE GALAXIAN.



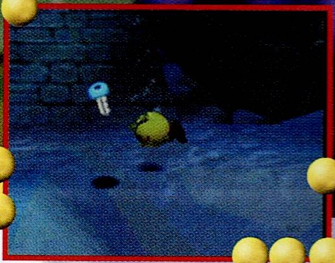
WELL, WELL, WELL. LOOK WHAT WE HAVE HERE. GRAB ALL THE GOODIES AND HEAD BACK TOWARD THAT GALAXIAN DOOR FOR SOME MAZE ACTION.



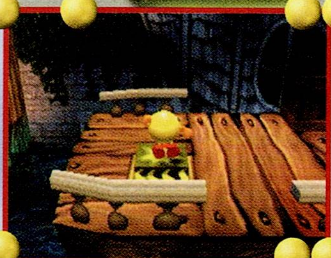
DO NOT DESTROY THIS BARREL! WITHOUT IT, YOU CAN'T GET HIGH ENOUGH TO GRAB THE LETTER "N" ON THE ADJACENT POST. OF COURSE, AFTER YOU GET THE LETTER, FEEL FREE TO SMASH AWAY.



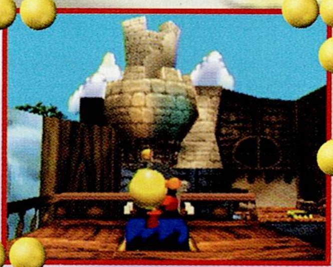
STAND ON THE RAISED PORTION OF THIS FLOATING BOAT. DO SOME BUTT-BOUNCES AT EITHER END AS IT BEGINS TO ROTATE AROUND TO REACH THE CHROME POWER-UPS HOVERING ABOVE. USE THE POWER-UPS TO GET THE CONTENTS OF THE UNDERWATER TREASURE CHESTS.



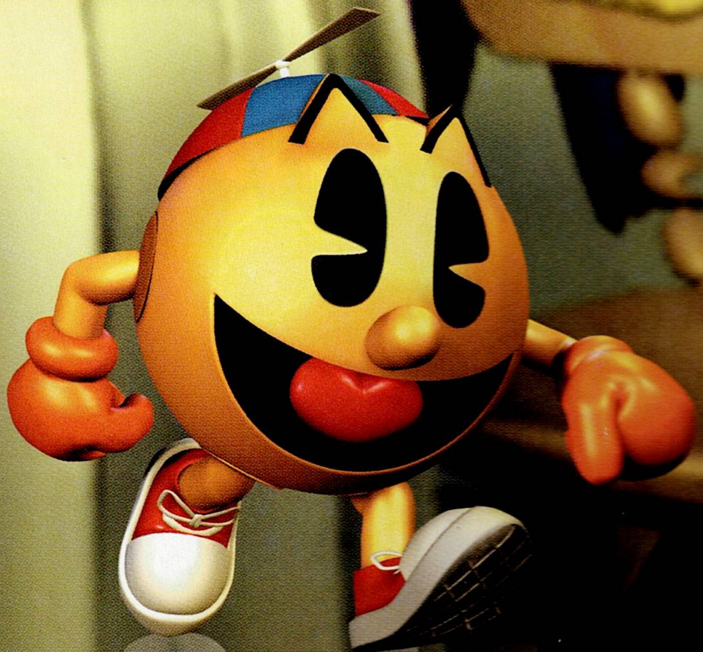
HEY! THE CHEST ON THE RIGHT CONTAINS A KEY. THIS WILL COME IN HANDY ON THE NEXT LEVEL.



THIS YELLOW SWITCH WILL RELEASE A CHROME POWER-UP SO YOU CAN GRAB THE STRAWBERRY FROM THE CHEST IN THE CENTER OF THE AREA. USE THE STRAWBERRY TO OPEN THE FRUIT DOOR ON THE OPPOSITE SIDE.

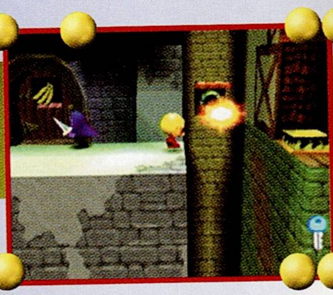


THIS SWITCH WILL FIRE THE CANNON AND DESTROY THE BARS SURROUNDING THE LEVEL COMPLETE TOKEN.

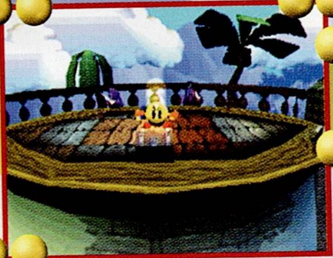


Crazy Cannonade

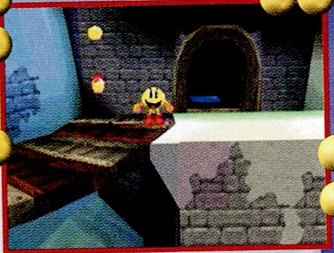
Crazy Cannonade requires an incredible amount of timing and patience. Use caution when deciding where and when to jump!



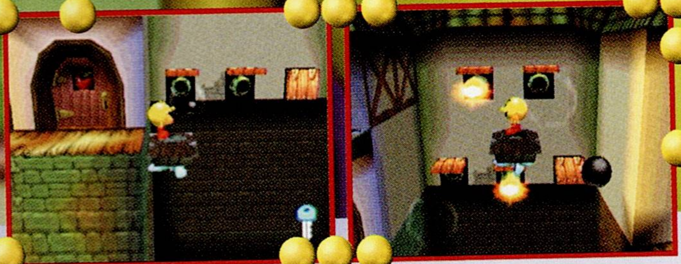
WATCH YOUR TIMING WHEN YOU ATTEMPT THIS JUMP. YOU DON'T WANT TO GET POUNDED BY A CANNONBALL.



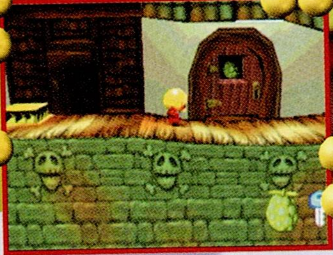
GRAB THE BANANA FROM THE TREASURE CHEST BEFORE ACTIVATING THE BLUE SWITCH. OH, AND ONCE YOU GRAB THE POWER PELLET TO TAKE OUT THE GHOSTS, DON'T FORGET THE GHOST ON THE PATH BELOW YOU.



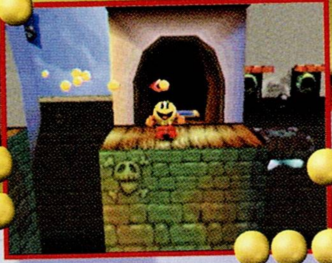
JUMP INTO THE MAGIC PAC-DOT CHAIN. YOU'LL FIND THE LETTER "P" AT THE END OF THE CHAIN.



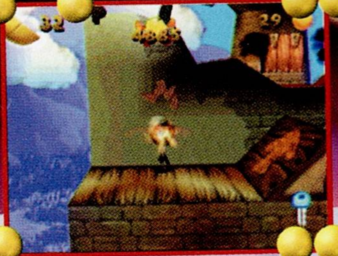
TAKE CARE WHEN USING THESE HELIVATORS. YOU MUST TIME YOUR MOVES JUST RIGHT. GRAB THE MELON FROM THE CHEST ON THE LEDGE ABOVE THE APPLE FRUIT DOOR.



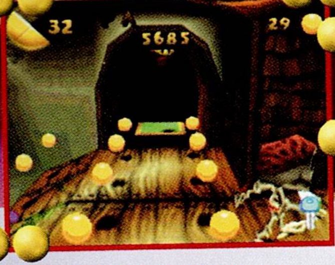
USE THE MELON TO OPEN THIS FRUIT DOOR. AN APPLE WILL APPEAR ONCE YOU HIT THE SWITCH BEYOND THE DOOR. BUTT-BOUNCE INTO THE AIR TO COLLECT THE FRUIT.



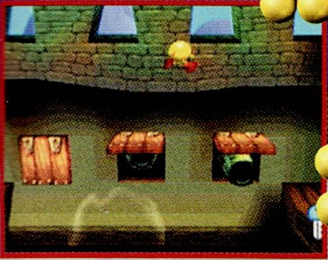
HEAD BACK TO THE APPLE FRUIT DOOR BY WAY OF THE UPPER HELIVATOR. ACTIVATE THE BLUE SWITCH BEHIND THE DOOR TO REVEAL THIS MAGIC PAC-DOT CHAIN.



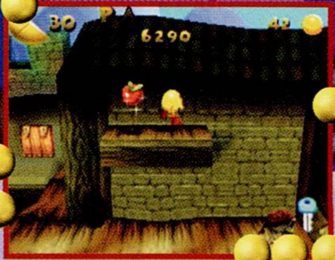
REV ROLL OVER THE RAMP NEAR THE MELON FRUIT DOOR TO CONTINUE. SMASH THIS BARREL TO REVEAL THE LETTER "A." NEXT, GO BELOW TO GRAB THE BANANA FROM THE TREASURE CHEST BEFORE MOVING ON.



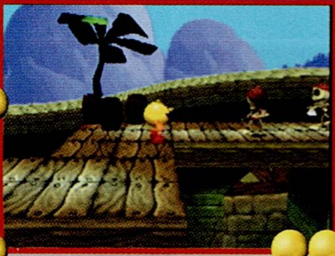
THE SWITCH BEHIND THE BANANA FRUIT DOOR WILL REVEAL THIS PAC-DOT FIELD. YOU SHOULD STOP TO CLEAN IT UP BEFORE YOU GO ANY FARTHER. YOU WILL FIND A POWER PELLET OFF TO THE LEFT.



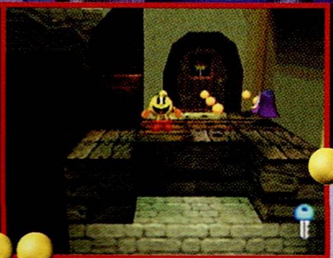
YOU MUST JUMP ACROSS THE WOODEN DOORS THAT COVER THE CANNONS. WATCH THEM FOR A SECOND OR TWO TO GET THE PATTERN DOWN.



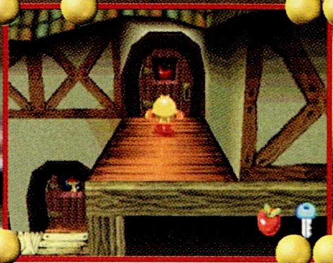
USE THE BARREL ADJACENT TO THE LEDGE FOR YOUR JUMP. DESTROY THE CHEST TO REVEAL THE APPLE. ONCE YOU HAVE IT, USE THE HELIVATOR TO MAKE YOUR WAY BACK TO THE APPROPRIATE FRUIT DOOR. YOU'LL FIND THE LETTER "C" INSIDE.



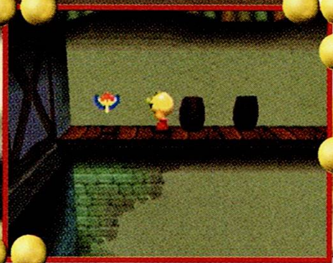
YOU WILL REACH THIS LEVEL AFTER A COUPLE OF EASY REV ROLLS. DESTROY THOSE BARRELS ON THE LEFT IF YOU NEED A HEALTH WEDGE. THE LEVEL PATH CONTINUES TO THE RIGHT.



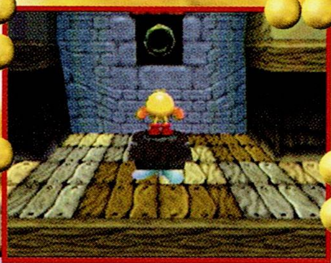
YOU'LL DISCOVER A GALAXIAN DOOR JUST AROUND THE CORNER. ACTIVATE THE BLUE SWITCH FIRST TO MAKE A PAC-DOT FIELD APPEAR JUST IN FRONT OF THE DOOR. FIND A POWER PELLET IN A BARREL ALONG THE LOWER PATH NEAR THE NEXT CHECKPOINT.



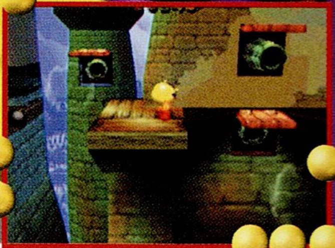
BEFORE YOU GO TOO FAR DOWN THAT PATH, USE THE RAMP NEAR THE BLUE SWITCH THAT ACTIVATED THE PAC-DOT FIELD. REV ROLL TO THE OTHER SIDE, AND YOU'LL FIND THIS APPLE FRUIT DOOR. IF YOU GO FORWARD, TOWARD THE FRONT OF THE SCREEN (SO THAT PAC-MAN FACES YOU), YOU CAN DROP DOWN TO A LOWER BEAM AND COLLECT THE APPLE YOU NEED FROM A CHEST.



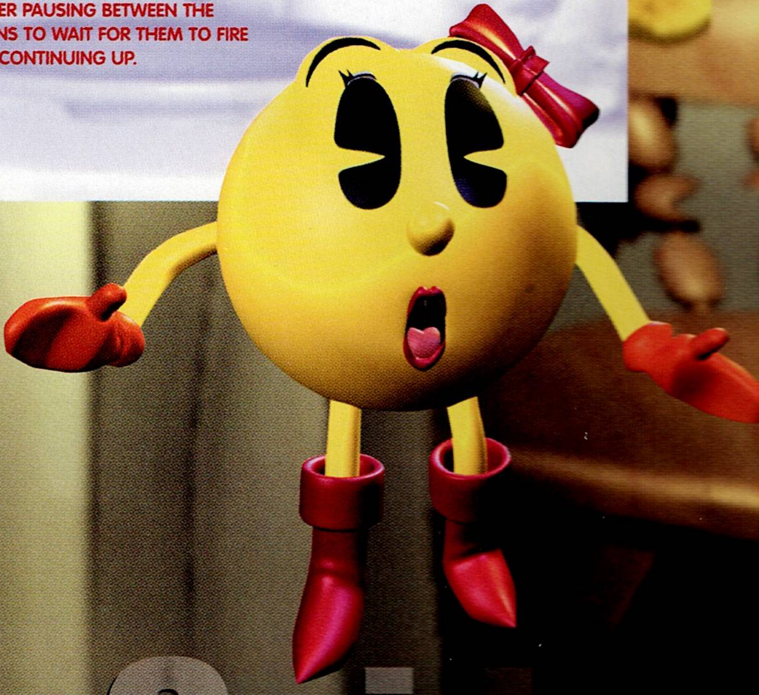
COLLECT THE LETTER "M" FROM BEHIND THE APPLE FRUIT DOOR, THEN CONTINUE DOWN THE LOWER PATH. THE GALAXIAN SITS ON AN UPPER WALKWAY NEAR THESE BARRELS. YOU MUST BREAK OPEN A TREASURE CHEST TO GET IT. RETURN TO THE GALAXIAN DOOR WITH THIS ITEM IN HAND TO TRY YOUR LUCK IN THE MAZE.



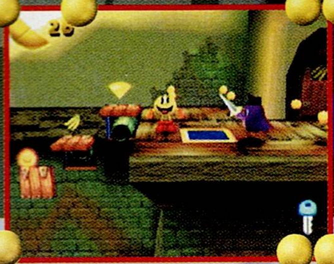
WATCH YOURSELF WHEN RIDING THIS HELIVATOR; YOU WILL PASS THREE CANNONS AS YOU ASCEND. CONSIDER PAUSING BETWEEN THE CANNONS TO WAIT FOR THEM TO FIRE BEFORE CONTINUING UP.



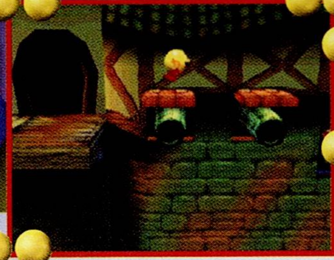
A TRICKY SPOT. GET THE PATTERN DOWN FIRST BEFORE TRYING TO JUMP.



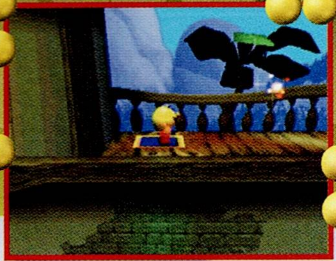
The Pirate Stage



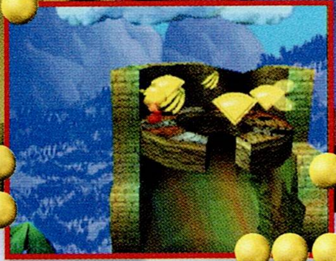
THE BLUE SWITCH REVEALS ALL THIS GOOD STUFF. COLLECT THE PAC-DOTS, BUT TAKE CARE WHEN ATTEMPTING TO GET THE POWER PELLET AND BANANA OVER THE CANNON DOORS. OPENING THE BANANA FRUIT DOOR WILL GET YOU THE LETTER "A."



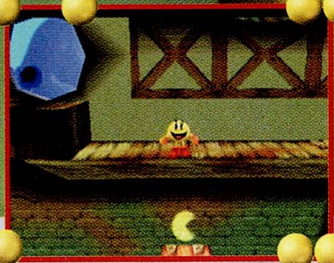
PROCEED THROUGH THE NEXT AREA CAUTIOUSLY. YOU MUST JUMP ACROSS SEVERAL CANNON DOORS. REMAIN PATIENT.



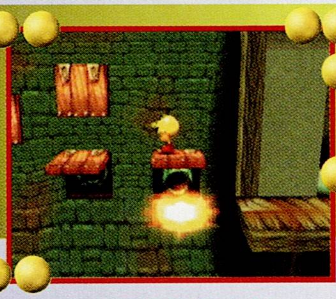
THIS BLUE SWITCH MAKES THE ULTRA BUTT-BOUNCE APPEAR ON THE RIGHT. THIS POWER-UP DESTROYS EVERY ENEMY ON THE SCREEN.



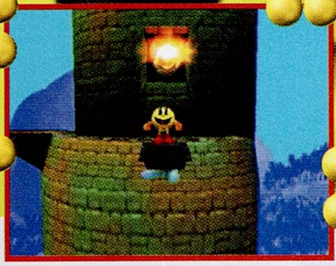
THE MAGIC PAC-DOT CHAIN TAKES YOU TO THIS AREA. COLLECT THE GOODIES AND CONTINUE.



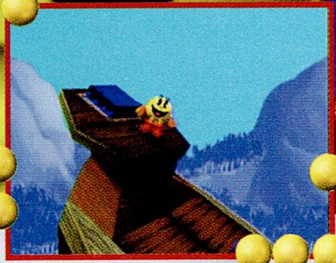
YOU CAN DROP DOWN FROM HERE TO COLLECT THE EXTRA LIFE, BUT YOU WILL ALSO GET A SAFER CHANCE TO GRAB IT IN A FEW SECONDS.



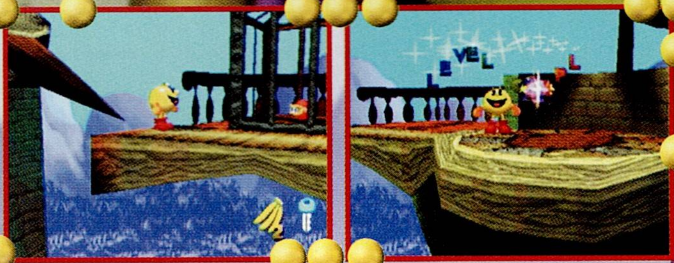
PROCEED OVER THESE CANNON DOORS TO COLLECT THAT EXTRA LIFE YOU SAW EARLIER. YOU WILL ALSO FIND A CHEST CONTAINING THE LETTER "N."



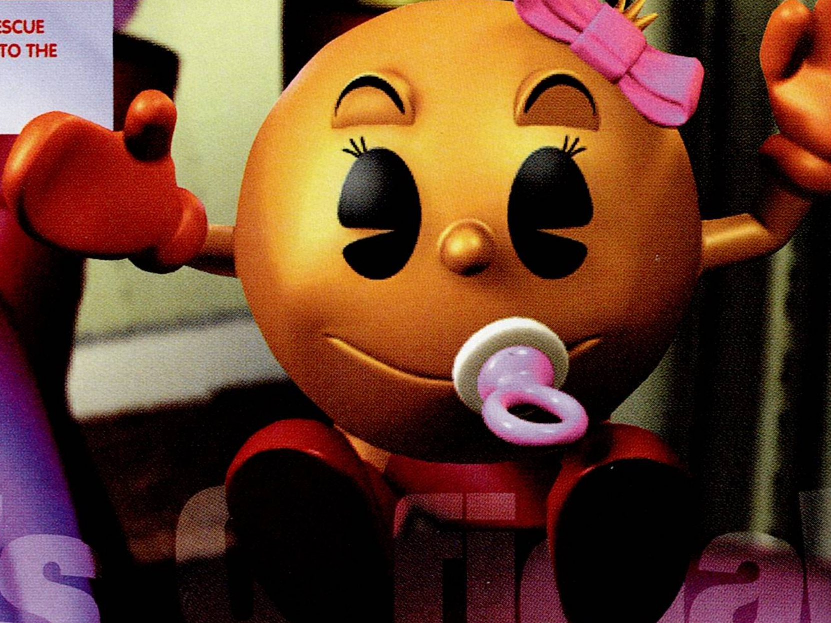
MOVE TO THE RIGHT AND FOLLOW THE PATH UNTIL YOU REACH THIS HELIVATOR. USE CAUTION AS YOU PROCEED ALONG THIS HELIVATOR BECAUSE YOU WILL PASS BY SEVERAL CANNONS.



WHEN YOU REACH THE TOP, YOU WILL END UP ON THIS SLANTED SHIP. ACTIVATE THE BLUE SWITCH AND CLEAR OUT THE PAC-DOTS AND THE GHOSTS.



MOVE CAUTIOUSLY DOWN THE BOW OF THE SHIP AND YOU CAN RESCUE POOKA. I HOPE YOU PICKED UP THAT KEY IN THE LAST LEVEL. NEXT TO THE CAGE IS THE LEVEL COMPLETE TOKEN. NICE WORK!



HMS Windbag

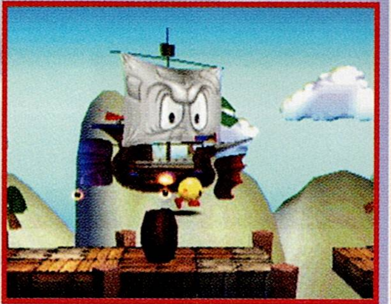
You'll face your first boss level in HMS Windbag. You don't need to collect P-A-C-M-A-N letters, and you won't find other obstacles to distract you.

Don't expect too hard a time in your first boss battle. You should find it fairly simple to defeat. The battle takes place in two waves.

WAVE ONE: THE CHASE

In the first wave, you guide Pac-Man along a narrow path filled with Barrels. The HMS Windbag follows you, launching cannonballs in your general direction. You cannot stop or slow down. If you do, the cannonballs will either hit you or destroy the path beneath your feet. Either way, you lose.

Here, the simplest plan works—keep moving! The Barrels will definitely get in your way, but learn to keep your eyes a little bit ahead of Pac-Man, and you should spot any potential trouble before it causes serious damage.

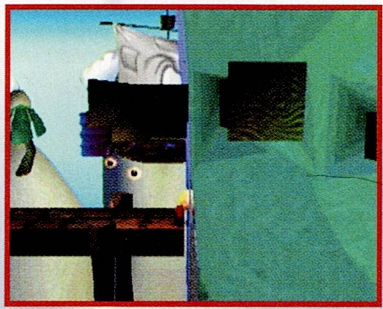


TRY TO KEEP MOVING AT ALL TIMES. IF THE HMS WINDBAG CATCHES UP, YOU DIE.

TIP

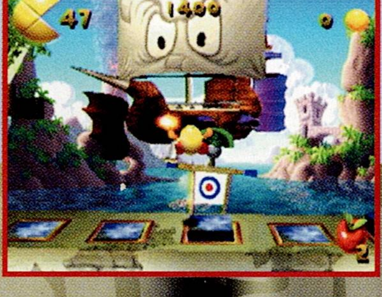
In most cases, you can leap over a Barrel in a single bound. However, toward the end, this strategy may not work. In that case, you must land on the Barrel first, then jump back to the path.

WAVE TWO: PAC-MAN FIGHTS BACK!



THE SECOND WAVE WILL BEGIN AFTER YOU PASS THIS POINT.

During the second wave, you turn the tables. The HMS Windbag will continue to launch cannonballs. You can deflect the cannonballs back toward the ship by using the five switches. With enough hits, you can defeat the ship.



USE THE SWITCHES TO SHOOT THE CANNONBALLS BACK AT THE SHIP.

TIP

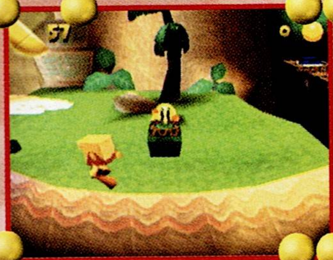
When jumping on a switch, try to time it to correspond to the firing of the cannonballs. Also, activate the switches where the ship will go next, not necessarily where it sits now.

CAUTION

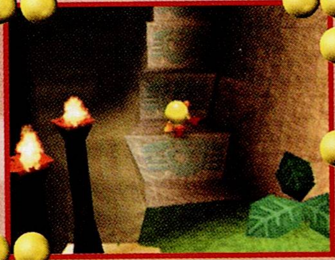
During the second wave, you will occasionally spot bubbles floating in over each switch. Most will contain cannonballs, but at least one should contain a fruit. Hurry to position yourself over the switch where the fruit will land. Not only will this avoid injury to Pac-Man, but you will also gain some extra points!

Crisis Cavern

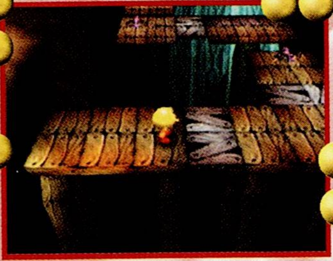
On the first level of the Ruins Stage, you will encounter new enemies as well as some modified game elements.



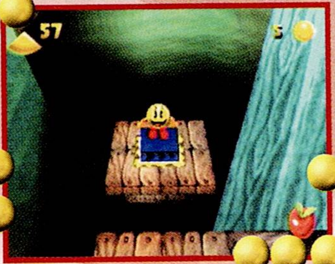
YOU SHOULD NOTICE THE DIFFERENCES BETWEEN STAGES RIGHT AWAY. HERE, PAC-MAN STANDS ON A TREASURE CHEST. WHEN YOU BUST IT OPEN, YOU WILL FIND A BUNCH OF PAC-DOTS INSIDE.



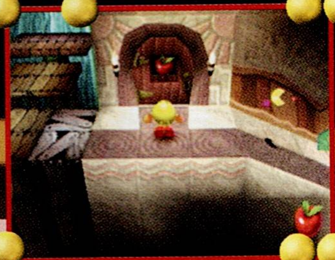
TURN AROUND AND HEAD UP THESE STEPS. YOU WILL FIND AN APPLE IN A CHEST AT THE TOP. THE APPLE WILL COME IN HANDY LATER.



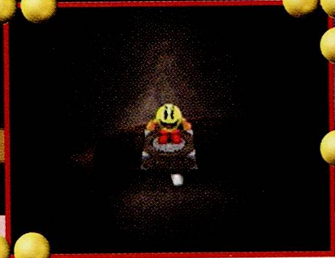
WATCH OUT WHEN YOU WALK ON THE GRAY WOOD IN THE PATH. THE WOOD FALLS OUT SHORTLY AFTER YOU STEP ON IT. YOU SHOULD JUMP OVER IT.



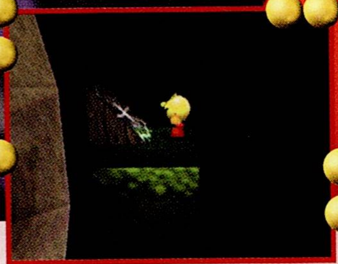
THIS BLUE SWITCH WILL RELEASE SOME GOODIES OVER THE WATERFALL. STAND BELOW THE FALLS AND COLLECT THEM AS THEY DROP.



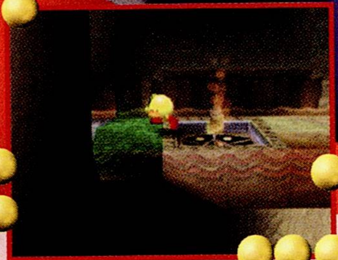
NOW YOU'LL USE THAT APPLE YOU GRABBED EARLIER. OPEN THIS DOOR AND ACTIVATE THE GREEN SWITCH. USE THE MAGIC PAC-DOT CHAIN TO REACH THE LETTER "P."



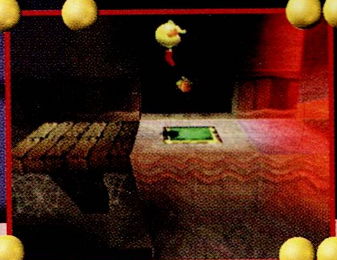
USE THE CRATES ON THE LEFT SIDE OF THIS DARK ROOM TO REACH THIS HELIVATOR.



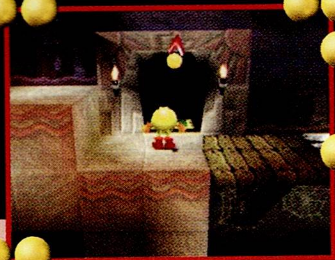
THAT SPIDER WEB ON THE LEFT DISGUISES A B-DOING. USE IT TO REACH AN UPPER LEDGE.



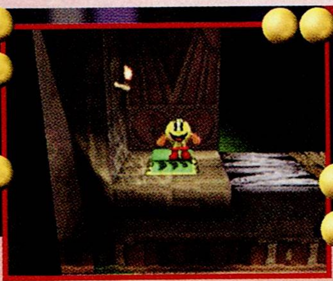
USE CAUTION WHEN YOU SEE PLATES LIKE THESE ON THE GROUND. THEY DO DIFFERENT THINGS. THIS ONE WILL DROP ROCKS FROM ABOVE. JUMP OVER THE PLATES, IF YOU CAN.



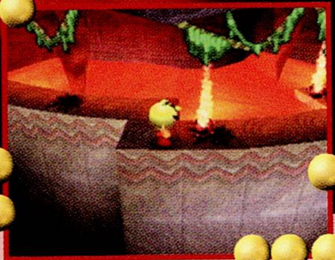
THIS GREEN SWITCH WILL REVEAL A TREASURE CHEST BEHIND THE WALL. GRAB THE PEACH FROM THE CHEST AND USE IT BACK AT THAT FRUIT DOOR TO THE LEFT.



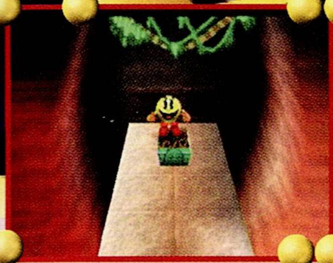
THE PEACH FRUIT DOOR REVEALS THIS MAGIC PAC-DOT CHAIN. RIDE THE CHAIN TO AN UPPER LEDGE. TAKE CARE NOT TO FALL OFF OR DIE UP HERE; YOU HAVE NO WAY BACK IF YOU DO.



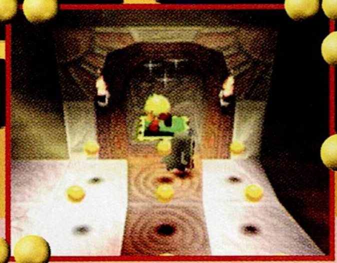
FOLLOW THE UPPER LEDGE UNTIL YOU REACH THIS SWITCH. GIVE IT A QUICK BUTT-BOUNCE TO REVEAL A CHEST CONTAINING THE LETTER "A."



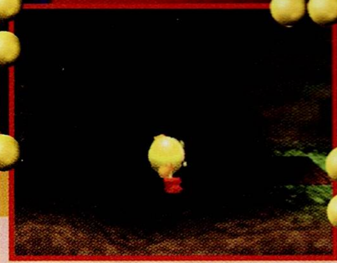
GO BACK TO THE LOWER PATH AND FOLLOW IT TO THE NEXT CHECKPOINT. BE CAREFUL NOT TO FALL OFF THE NARROW WALKWAY WHEN YOU MOVE THROUGH THIS AREA. YOU SHOULD ALSO WATCH FOR THE FIREBALLS LEAPING OUT OF THE LAVA.



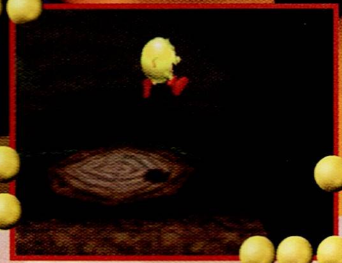
IGNORE THE APPLE FRUIT DOOR IN THE NEXT AREA. FOR NOW, LEAP OFF THE PLATFORM TO THE RIGHT. INSIDE THIS TREASURE CHEST, YOU'LL FIND THE APPLE YOU NEED. HEAD BACK TO THE FRUIT DOOR AND ACTIVATE THE SWITCH INSIDE.



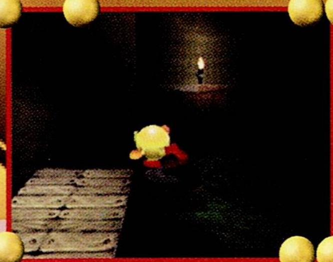
THE SWITCH WILL REVEAL PAC-DOT FIELDS ON THE NEXT THREE PLATFORMS. TRY TO GET ALL THREE GHOSTS (ONE PER PLATFORM) ON THE SAME POWER PELLET TO MAXIMIZE YOUR POINT POTENTIAL.



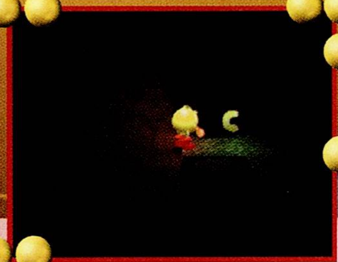
THE PATH BECOMES EASY TO FOLLOW THROUGH THE NEXT TWO CHECKPOINTS. SEE THAT DROP OF WATER STARTING TO FALL? A LARGE SPIKE LURKS BEHIND IT. DON'T GET CAUGHT IN ITS PATH.



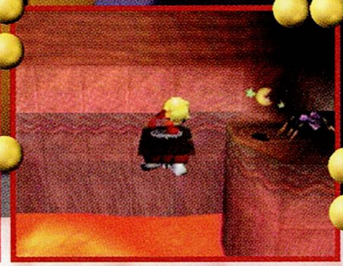
USE CAUTION WHEN CROSSING THIS PIT. IF YOU STEP IN IT, THE GROUND WILL PARTIALLY CAVE IN. THE SMART PLAYER WILL PROBABLY JUMP OVER IT.



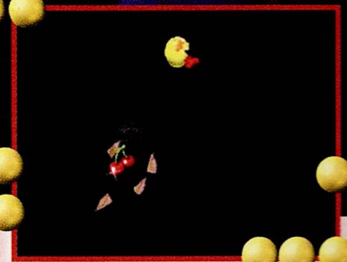
GRAB THE CHEST IN THE BACK, THEN USE THIS REV PLATE TO BRING UP THE WOODEN LIFT. JUMP OVER TO THE LIFT AND RIDE IT DOWN.



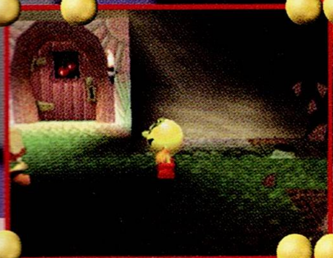
THE LETTER "C" WAITS IN A CHEST BEHIND THIS NEXT REV PLATE. GRAB IT BEFORE HEADING DOWN THE NEXT WOODEN LIFT.



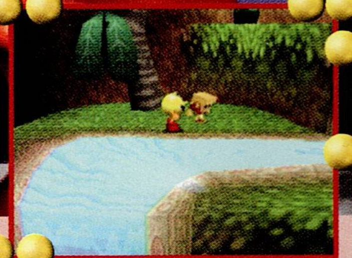
IN THE NEXT AREA; YOU MUST DODGE SPIKES FALLING ALL AROUND YOU. WHEN YOU REACH THE HELIVATOR, USE IT TO FIND THIS CHECKPOINT.



CLIMB UP THE STEP AND GO TO THE RIGHT TO GRAB A TREASURE CHEST HIDDEN IN THE SHADOWS. YOU'LL FIND A CHERRY INSIDE. THEN FOLLOW THE PATH TO THE LEFT.

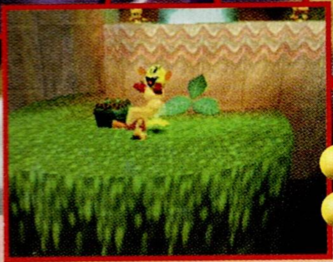


CLIMB THE STAIRS AT THE END OF THAT PATH, THEN JUMP OVER TO THE PATH HEADING TO THE RIGHT. IF YOU DO THE SAME THING IN REVERSE AT THE END OF THIS PATH, YOU WILL REACH THIS FRUIT DOOR. OPEN IT TO COLLECT THE LETTER "M."

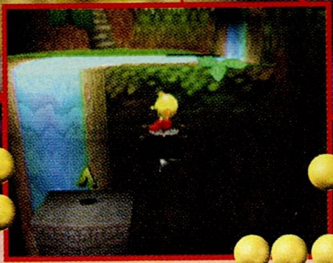


JUST PAST THE NEXT CHECKPOINT, YOU WILL FIND THIS STREAM. JUMP UP THE LEDGES, IGNORING THE BELL FRUIT DOOR ON THE RIGHT FOR NOW.

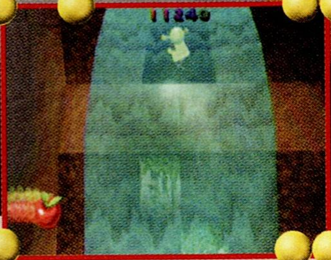
The Ruins Stage



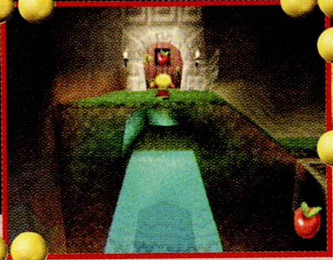
GRAB THE BELL FROM THIS CHEST, THEN RETURN TO THE FRUIT DOOR. THE BLUE SWITCH BEHIND THE DOOR WILL RAISE A HELIVATOR ON ONE OF THE LOWER LEDGES.



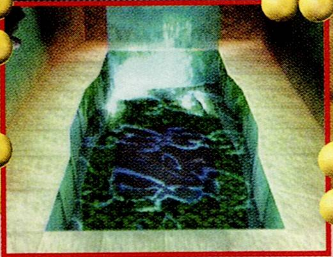
USE THE HELIVATOR TO GRAB THE LETTER "A."



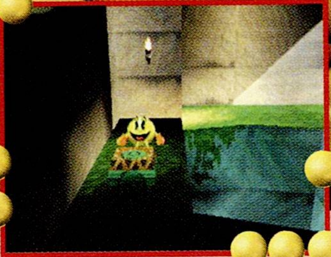
USE THE ROCK OUTCROPPINGS BEHIND THE WATERFALL TO REACH THIS APPLE. THEN JUMP UP TO THE LEDGE ON THE RIGHT.



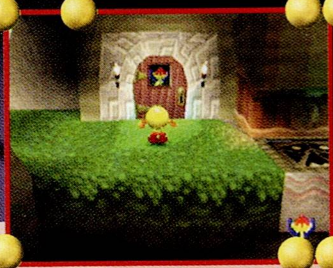
YOU'LL REACH THIS DOOR AFTER A QUICK JAUNT OVER THREE HELIVATORS. OPEN THE DOOR WITH THE APPLE YOU PICKED UP A MOMENT AGO.



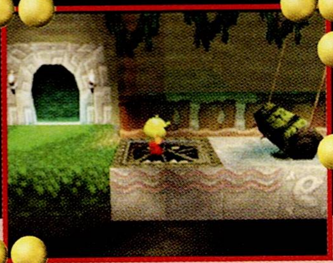
ACTIVATE THE SWITCH BEHIND THE APPLE FRUIT DOOR. THEN YOU'LL SEE THIS DOOR SLIDE OPEN UNDERWATER. OBVIOUSLY, YOU WANT TO GO THERE NEXT.



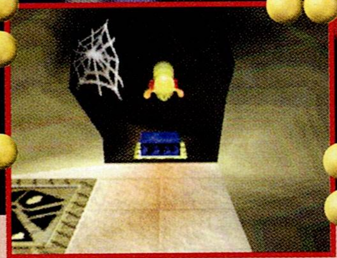
MOVE INTO THE WATER AND DIVE. HEAD TO THE RIGHT AND THEN DOWN THE PASSAGE. YOU'LL PASS A COUPLE OF CHESTS BEFORE YOU CAN SURFACE AGAIN. YOU WILL FIND ANOTHER CHEST ONCE YOU JUMP OUT OF THE OTHER UNDERWATER OPENING. BUST IT OPEN TO GRAB THE CHROME POWER-UP INSIDE. NOW HURRY AND GRAB THE CHESTS BEFORE THE POWER-UP WEARS OFF!



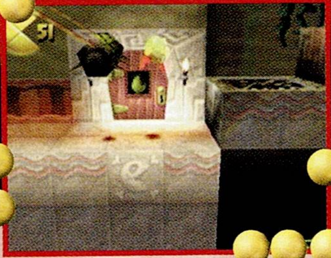
ONE OF THE UNDERWATER CHESTS CONTAINS THE GALAXIAN YOU NEED TO OPEN THIS DOOR WHERE YOU'LL FIND A BONUS MAZE.



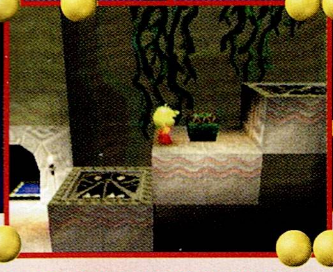
THIS PLATE WILL NOT HARM YOU. STEP ON IT TO MAKE THE SPIKED LOG SWING. YOU HAVE TWO WAYS TO PASS THE LOG. YOU CAN BUTT-BOUNCE OVER IT OR REV ROLL UNDER IT. BOTH METHODS OFFER ABOUT THE SAME DIFFICULTY LEVEL.



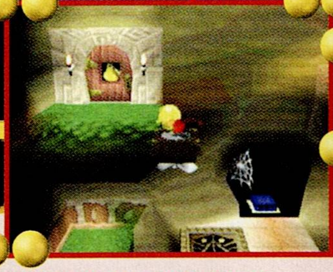
BUTT-BOUNCING ON THIS BLUE SWITCH WILL CALL DOWN A HELIVATOR. RIDE THE HELIVATOR UP TO THE NEXT CHECKPOINT. GRAB THE LIME FROM THE CHEST BEHIND THE CHECKPOINT MARKER. YOU'LL NEED IT IN A FEW SECONDS.



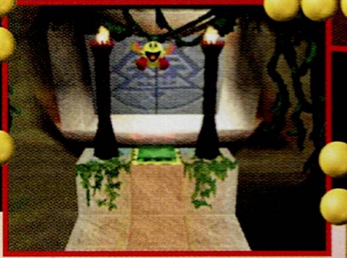
REV ROLL UNDER THE SPIKED LOG TO REACH THIS FRUIT DOOR. USE THE LEMON TO OPEN THE DOOR, THEN ACTIVATE THE SWITCH TO ALTER THE COURSE OF THE HELIVATOR.



SMASH THIS CHEST OPEN BEFORE YOU HEAD BACK TO SEE WHERE THAT HELIVATOR TAKES YOU. YOU'LL FIND ANOTHER BELL INSIDE.



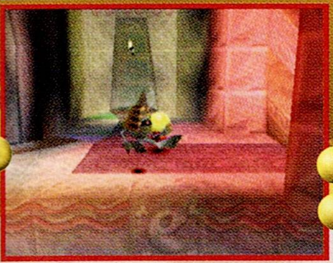
THE HELIVATOR BRINGS YOU TO ANOTHER BELL FRUIT DOOR. CAN YOU GUESS WHAT YOU'LL FIND IN THERE? YUP, THAT'S IT! GRAB THE LETTER "N," THEN RIDE THE HELIVATOR BACK.



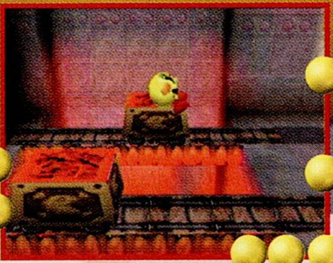
THIS SWITCH WILL OPEN THE DOORS BEHIND YOU, REVEALING THE LEVEL COMPLETE TOKEN. NICELY DONE!

Manic Mines

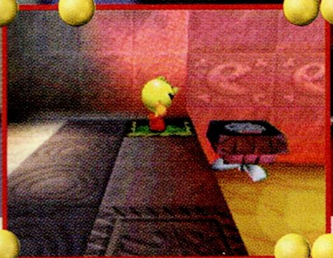
You'll find Manic Mines, level two of the Ruins Stage, longer than the other levels. Make sure you've got some free time! After Manic Mines, you'll face the boss level.



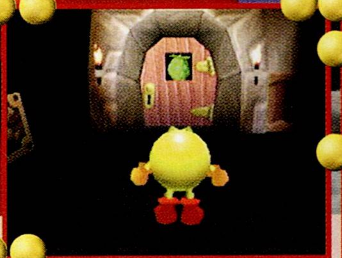
WATCH OUT FOR THIS GUY! YOU CANNOT BUTT-BOUNCE HIM. ONLY A REV ROLL WILL DO.



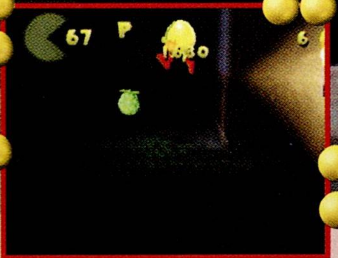
BUTT-BOUNCE OVER THESE MINING CARS AS THEY COME TOWARD YOU. THE APPLE FOR THAT FRUIT DOOR SITS IN THE CORNER JUST PAST THESE CARS. HEAD BACK TO THE DOOR AND COLLECT THE LETTER "P."



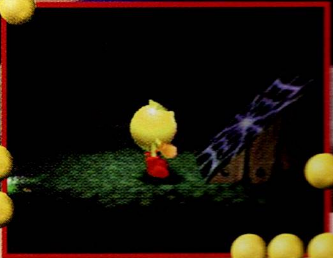
USE THE GREEN SWITCH TO CALL THIS HELIVATOR. YOU'LL TAKE A TRIP ACROSS TWO HELIVATORS BEFORE YOU REACH THE CHECKPOINT.



CLIMB UP THE STAIRS AND SNEAK IN A HEALTH WEDGE FROM THAT TREASURE CHEST IN BACK. THEN JUMP OVER TO THE LEDGE ON THE LEFT. YOU DON'T POSSESS A MELON TO OPEN THIS DOOR YET, SO KEEP MOVING.

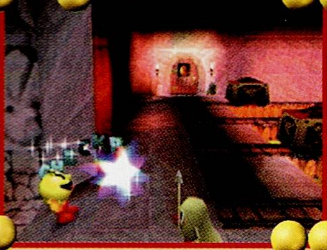


CLIMB UP THE NEXT STAIRS AND INSPECT THE SHADOWS OF THE LANDING. YOU'LL FIND THE MELON YOU NEED IN A CHEST. NOW YOU CAN OPEN THAT FRUIT DOOR AND GRAB THE LETTER "A."

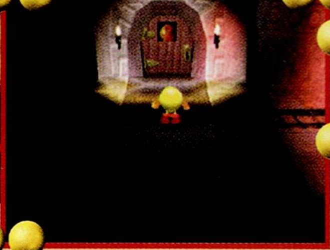


NOW RETURN TO THE LANDING AT THE TOP OF THE STAIRS AND JUMP TO THE RIGHT. YOU CAN WALK BETWEEN THE TWO MINING CARS, JUST WATCH FOR FALLING OBJECTS! USE THIS B-DOING TO CONTINUE.

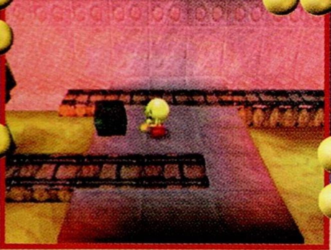
The Ruins Stage



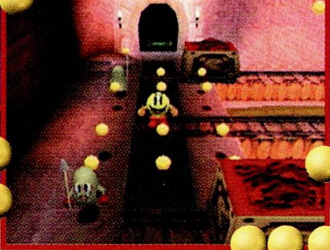
YOU'LL REACH THIS CHECKPOINT AFTER ONE MORE B-DOING TRIP. THEN YOU'LL SEE FOUR MINING CAR TRACKS AND AN ORANGE FRUIT DOOR. YOU CAN'T OPEN THE DOOR WITHOUT AN ORANGE, SO CHOOSE ONE OF THE FOUR DIFFERENT MINING CAR TRACKS TO FOLLOW. AT THIS POINT, IT DOESN'T MATTER WHICH ONE YOU USE. GET OVER TO THE OTHER SIDE AND HEAD DOWN THE RAMP.



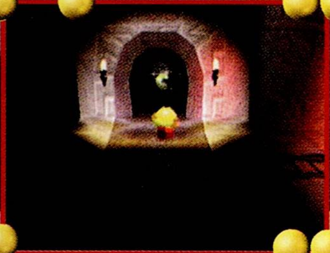
OH, LOOK! ANOTHER ORANGE FRUIT DOOR. THAT MAKES TWO ORANGE FRUIT DOORS SO FAR, BUT NO ORANGES. HMMM.



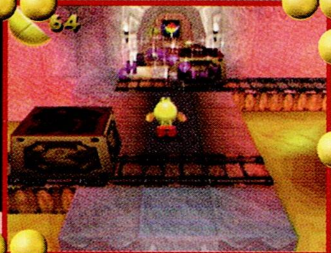
GREAT, A CHEST. BREAK IT OPEN AND GRAB THE ORANGE INSIDE. NOW YOU MUST ASK YOURSELF "WHICH DOOR DO I OPEN?" WELL, I'VE GOT AN ANSWER FOR YOU—THE FIRST ONE. YOU'LL LEARN WHY IN A MINUTE.



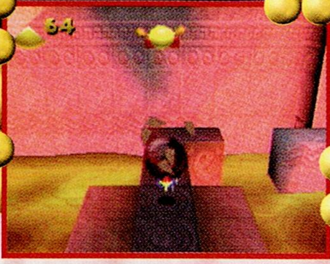
RETURN TO THE ROOM WITH THE FOUR MINING CARS AND USE THE ORANGE TO OPEN THE FRUIT DOOR. ACTIVATE THE SWITCH, AND YOU WILL FILL THE ROOM WITH ALL SORTS OF GOODIES, INCLUDING PAC-DOTS, POWER PELLETS, HEALTH WEDGES, AND, YES, ANOTHER ORANGE.



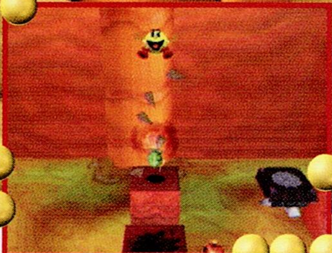
I GUESS YOU KNOW WHERE TO GO NEXT. GRAB THE LETTER "C" AFTER OPENING THE SECOND ORANGE FRUIT DOOR. NOW PROCEED TO THE RIGHT.



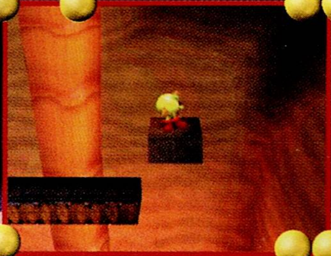
THE GALAXIAN DOOR LIES RIGHT BEHIND THIS CHECKPOINT. YOU MUST FIND THE GALAXIAN FIRST, THOUGH.



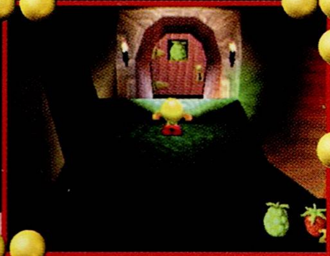
GREAT, HERE IT IS! NOW GO BACK AND OPEN THAT DOOR.



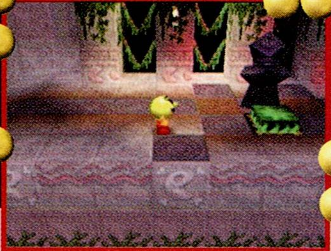
CONTINUE TO THE RIGHT, THEN SMASH OPEN THIS CHEST AND GRAB THE MELON. YOU'LL FIND ANOTHER CHEST IN THE RIGHT CORNER ON YOUR WAY TO REACH THE CHECKPOINT AND THE HELIVATOR. SMASH IT OPEN AND COLLECT THE HEALTH WEDGE. I DON'T KNOW ABOUT YOU, BUT I SURE NEEDED IT.



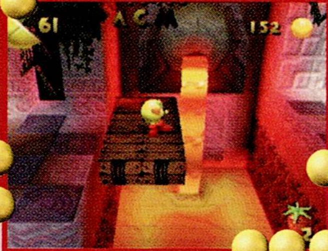
YOU'LL REACH THIS FLOATING PLATFORM AFTER A RIDE ON A PAIR OF HELIVATORS. JUMP OFF TO THE LEFT ON THE MINING CAR TRACK.



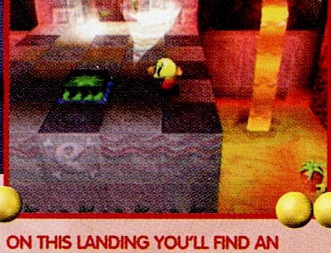
USE THE MELON YOU COLLECTED EARLIER TO OPEN THIS DOOR. INSIDE, YOU'LL FIND THE LETTER "M."



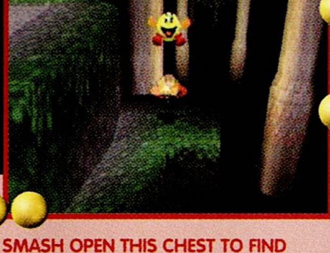
JUMP UP THE STAIRS ON THE RIGHT LEDGE. MOVE CAREFULLY THROUGH THE NEXT AREA. AS YOU APPROACH THIS SWITCH, THE STRANGE STATUE WILL TURN INTO A WHIRLWIND. TRY NOT TO GET CAUGHT UP IN IT.



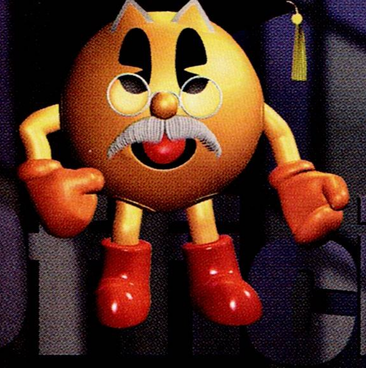
THE SWITCH WILL BRING A MOVING PLATFORM TO THE LEFT SIDE. JUMP OVER TO IT AND YOU'LL AVOID THE WHIRLWIND. HOWEVER, YOU'LL EXPERIENCE THE SAME PROBLEM WHEN YOU REACH THE NEXT LANDING.

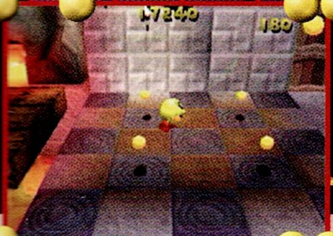


ON THIS LANDING YOU'LL FIND AN APPLE FRUIT DOOR. FOR NOW, SINCE YOU HAVE NO APPLES, ACTIVATE THE SWITCH AND JUMP ON THE MOVING PLATFORM TO REACH A SAFE LANDING.

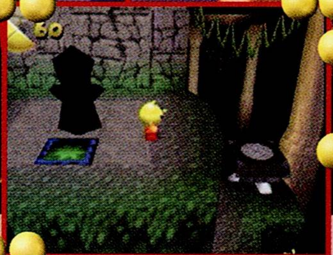


SMASH OPEN THIS CHEST TO FIND THE APPLE YOU NEED. RETURN TO THE APPLE FRUIT DOOR AND PRESS THE SWITCH INSIDE.

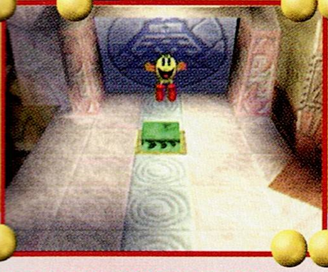




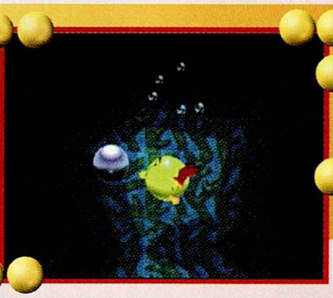
THE SWITCH REVEALS A FIELD OF PAC-DOTS OVER ALL THE LANDINGS. YOU'LL ALSO FIND A CHROME POWER-UP TO KEEP YOU SAFE FROM THE WHIRLWINDS. HURRY UP! THE POWER-UP WON'T LAST FOREVER.



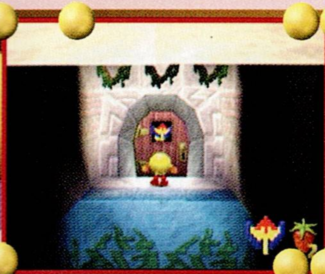
THIS HELIVATOR WON'T APPEAR UNTIL YOU ACTIVATE THE GREEN SWITCH IN FRONT OF THE STATUE. RIDE IT TO THE NEXT AREA.



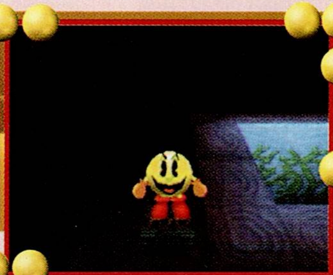
THIS SWITCH OPENS THE DOORS BEHIND IT AND REVEALS A POOL OF WATER AND A GALAXIAN DOOR. JUMP INTO THE WATER AND DIVE, THEN FOLLOW THE TUNNEL.



YOU'LL FIND TWO CHESTS UNDER THE WATER ALONG THE BOTTOM PATHWAY. YOU'LL ALSO FIND THIS CHROME POWER-UP IN A TUNNEL HALFWAY UP THE RIGHT VERTICAL PASSAGE. USE IT TO SMASH OPEN THOSE CHESTS ALONG THE BOTTOM PATHWAY.



THE CHESTS CONTAIN THE GALAXIAN AND AN EXTRA LIFE. NOW THAT YOU'VE GOT THE GALAXIAN, PREPARE YOURSELF FOR SOME MAZE ACTION AND ENTER THE DOOR.



DON'T MISS THIS CHEST WHEN YOU COME OUT OF THE WATER. IT CONTAINS A LEMON.

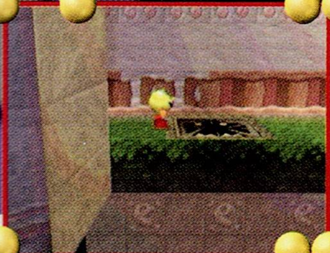
NOTE

This underwater route becomes extremely confusing. Check out this quick rundown.

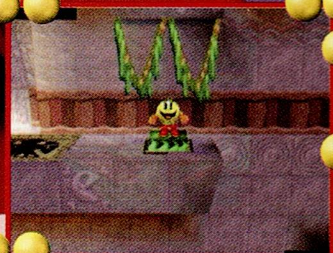
You enter using the vertical passage on the left. This passage will twist to the right before heading downward again.

At this point, you see a Treasure Chest along the bottom pathway. The pathway continues to the right, passing one more Chest.

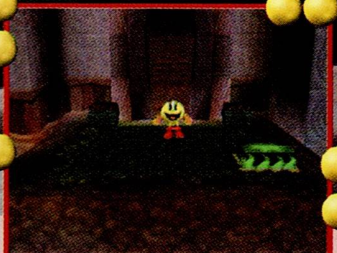
At the dead end, you find yourself just below the vertical passage on the right. Halfway up the passage, a small pathway cuts off to left; here you find the Chrome Power-Up. After smashing the Chests on the bottom, you can continue up the passageway after the power-up wears off. The passage twists briefly to the right and then up again to the surface.



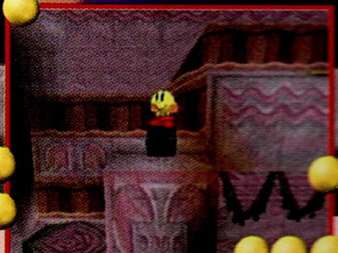
AVOID THIS PLATE JUST PAST THE NEXT CHECKPOINT. IF YOU DON'T, YOU'LL GET DEPRESSED.



THIS SWITCH ACTIVATES A MOVING PLATFORM. RIDE THE PLATFORM TO THE NEXT LEDGE.

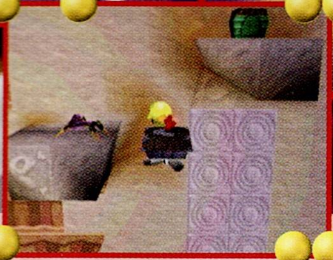


THE CHEST ON THE LEFT CONTAINS PAC-DOTS. THE CHEST ON THE RIGHT CONTAINS ANOTHER LEMON. THE SWITCH WILL ACTIVATE ANOTHER MOVING PLATFORM. JUMP TO THE PLATFORM AND RIDE IT UP TO THE NEXT LEVEL.

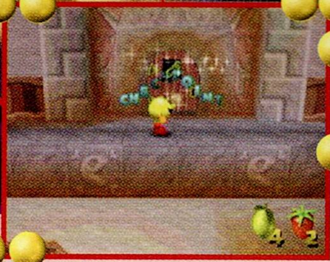


JUMP OFF THE PLATFORM AND HEAD TO THE LEFT TO REACH THIS CHEST. BREAK IT OPEN TO COLLECT THE BELL. THEN GO LEFT AND LET THE PIT RETURN YOU TO THE LOWER LEVEL. OPEN THE PEAR FRUIT DOOR AND COLLECT THE LETTER "A."

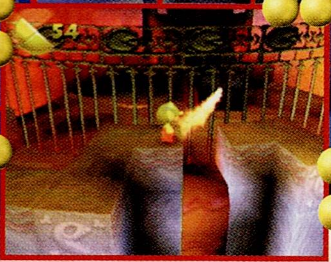
The Ruins Stage



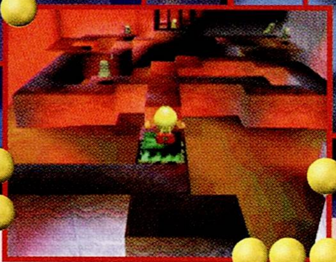
RIDE THIS HELIVATOR UP TO THE NEXT LEVEL. JUMP OFF THE HELIVATOR ONTO THE LEFT PATH. THE CHEST ON THE RIGHT CONTAINS AN EXTRA LIFE. COLLECT IT IF YOU WISH, BUT YOU FACE A NASTY JUMP. DON'T SAY I DIDN'T WARN YOU.



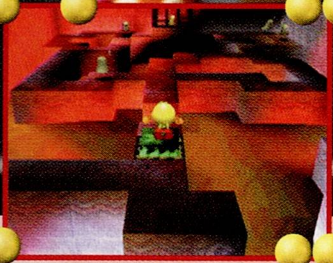
WORK YOUR WAY OVER, THEN UP THE VARIOUS PLATFORMS OF THIS LEVEL. YOU'LL FIND THE NEXT CHECKPOINT RIGHT IN FRONT OF THE BANANA FRUIT DOOR. YOU DON'T POSSESS A BANANA, SO KEEP MOVING.



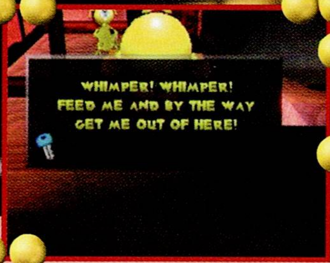
AVOID THE FIRE IN THIS AREA BY EITHER JUMPING OVER IT OR STAYING ON THE OUTER EDGE OF THE PATH.



NARROW PATHS CAN BE DIFFICULT TO NAVIGATE. USE THE D-PAD TO MAKE SURE YOU ARE IN THE CORRECT POSITION.

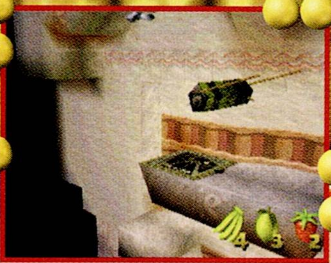


ACTIVATE THIS SWITCH TO REVEAL A PAC-DOT FIELD. THIS AREA LOOKS LIKE A MAZES MODE LEVEL. YOU'LL EVEN FIND A DISAPPEARING/REAPPEARING FRUIT BOUNCING AROUND THE AREA. HOWEVER, IN THE BACK YOU'LL FIND THE MOST IMPORTANT THING IN THIS AREA: A CAGE WITH CHOMP-CHOMP TRAPPED INSIDE!

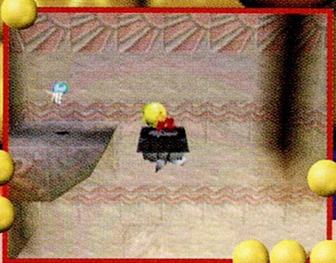


WHIMPER! WHIMPER!
FEED ME AND BY THE WAY
GET ME OUT OF HERE!

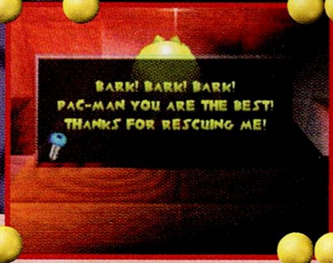
UNFORTUNATELY, YOU DON'T OWN A KEY TO FREE CHOMP-CHOMP JUST YET. THE POOR GUY IS HUNGRY, TOO! YOU'LL GET HIM OUT OF THERE IN A JIFFY.



WELL, YOU SHOULD HAVE A BANANA BY NOW, GIVEN THE NUMBER OF BANANAS THAT APPEAR IN THE AREA SURROUNDING THE CAGE. TAKE IT BACK TO THE FRUIT DOOR AND SEE ABOUT GETTING THAT KEY. WELL, NO KEY, BUT IT DID LOWER THIS HELIVATOR INTO PLACE. SEE WHERE IT LEADS.

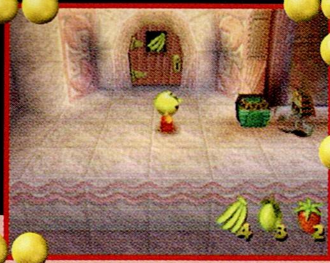


AHA! THE KEY! NOW YOU CAN FREE CHOMP-CHOMP!

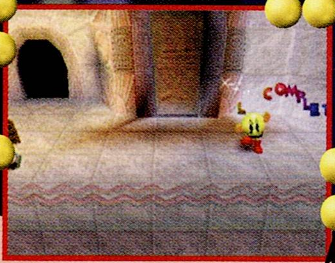


BARK! BARK! BARK!
PAC-MAN YOU ARE THE BEST!
THANKS FOR RESCUING ME!

GOOD JOB, PAC-MAN! YOU'LL REACH THE END OF THE LEVEL SOON.



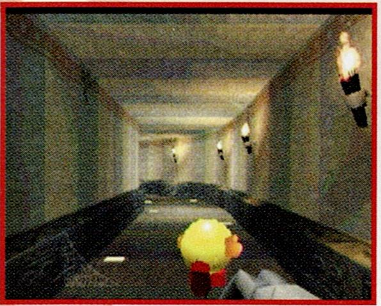
USE ANOTHER BANANA TO OPEN THIS DOOR AND RETRIEVE YOUR LAST LETTER, "N." MAKE SURE YOU GRAB THE LETTER BEFORE TRYING TO TAKE OUT THE ENEMY.



WELL, YOUR WORK HERE IS DONE. GRAB THAT LAST FRUIT FROM THE CHEST AND HIT THE LEVEL COMPLETE TOKEN. WE'RE OUTTA HERE!

Anubis Rex

Now you must brave the boss level. A rather tough boss level, if I do say so myself. I hope you brought plenty of lives with you.

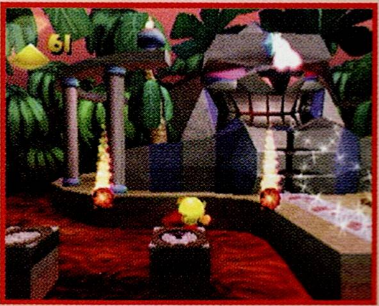


IF THE CLAW GETS CLOSE ENOUGH, HE'LL TAKE A SWING. WATCH OUT!

The first part of Anubis Rex features Pac-Man chased down a corridor by a claw (attached to a large, scary creature, no doubt). The claw swipes at you when it gets close enough. You must run away while weaving and dodging spears that pop up from the ground. This should not give you too much trouble. Just stay on your feet and keep your wits about you, and you'll do fine.

As you reach the end of the corridor, you'll see the level-loading screen again before appearing in front of a large temple. Now it gets difficult.

Here you must Rev Roll on each of the four Rev Plates until you hear a click and see the mouth of the temple open and close. This means you've wound the plate up enough to keep spinning for a short time. After winding up all four, you need to stand in the center of the temple and Rev Roll at the heart between the two hands. Repeat this process until you win.



YOU MUST DODGE JUST ABOUT EVERYTHING IF YOU WANT TO BEAT THIS LEVEL.

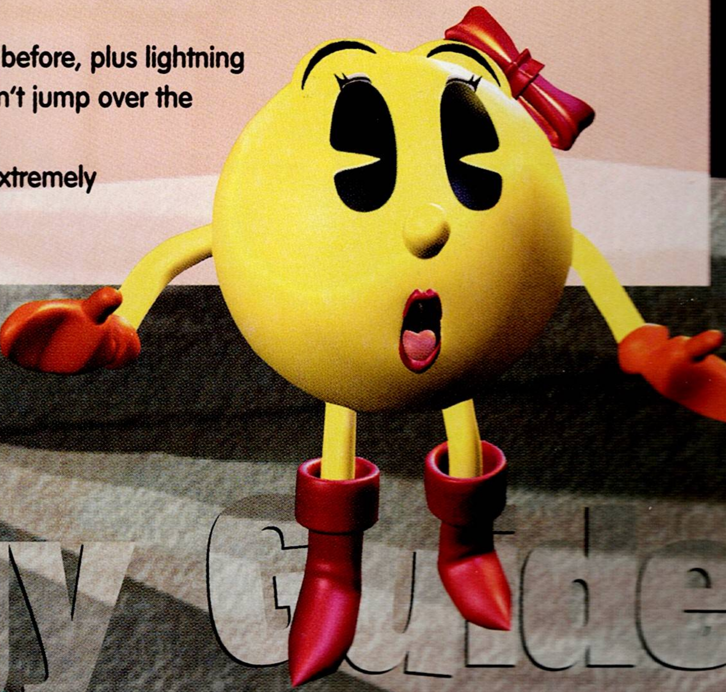
OK, I've told you the short story. Now I'll explain the problem: This level gets more difficult each time you repeat the process. Basically, you'll face four waves here. In other words, you must repeat this process four times.

The first wave consists of fireballs spewing from the lava. You'll find it pretty easy to dodge them as you jump between the Rev Plates.

The second wave features the fireballs from the lava, plus a black whirlwind periodically appearing out of the temple. To dodge the whirlwind, you must wait until it drops above the lava as it tries to get you, then jump over it.

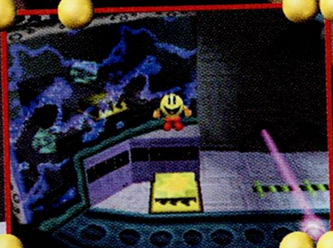
The third wave hits you with the lava fireballs, the whirlwind, and additional fireballs from the sky. Again, try to dodge them by jumping away when they come in. Watch them closely and try to pick up the pattern.

The fourth and final wave features everything from before, plus lightning bolts shooting from the diamond on the temple. You can't jump over the lightning bolts. Your best bet? Follow behind them.
Everything combines on the fourth wave to make one extremely frustrating level. Good luck! You'll need it.

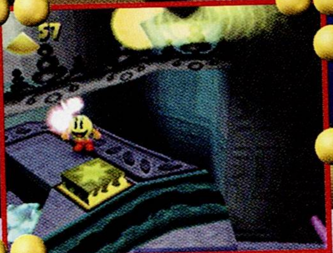


Space Race

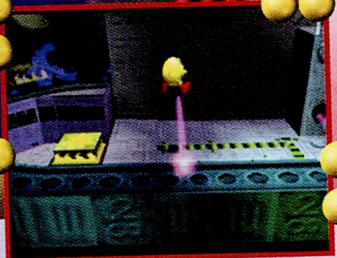
So, you've made it this far. Now the fun starts! Welcome to the Space Stage. You'll find this level about as straightforward as they come, so enjoy it. Pull your space suit on, strap yourself in, and let's go!



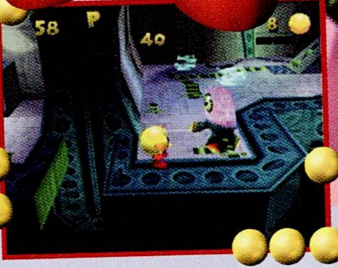
WOW, WHAT AN INTERESTING LEVEL. DO YOU SEE SOME SORT OF FORCE FIELD BEHIND PAC-MAN? ACTIVATE THE YELLOW SWITCH TO FIND OUT.



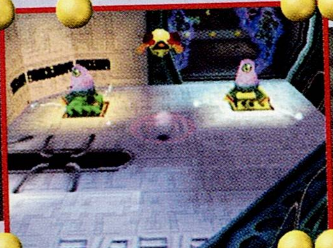
GRAB THOSE PLAIN-LOOKING TREASURE CHESTS TO COLLECT AN EXTRA LIFE AND SOME PAC-DOTS. IF THE FORCE FIELD REAPPEARS, YOU CAN USE THE OTHER YELLOW SWITCH TO BRING IT DOWN AGAIN.



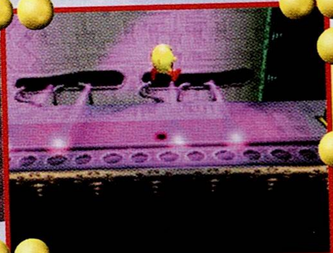
JUMP OVER THE PINK BEAMS , THEN JUMP ONTO THE WALKWAY ABOVE YOU TO COLLECT THE PAC-DOTS. HEAD TO THE LEFT, AND YOU'LL FIND THE LETTER "P" AT THE END.



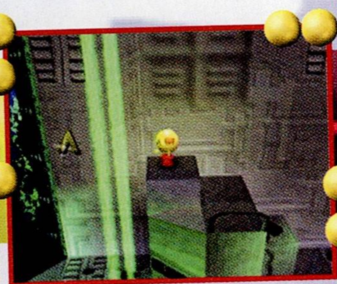
JUMP OVER TO THE NEXT AREA AND TAKE OUT THIS STRANGE SPINNING CREATURE. A BUTT-BOUNCE WILL DO NICELY. THE TWO CHESTS CONTAIN MORE PAC-DOTS. PICK THEM UP BEFORE USING THE RAMP.



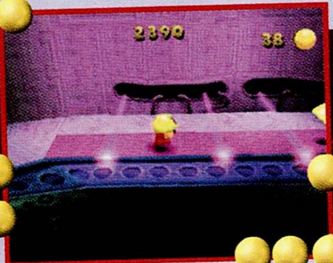
THE GREEN SWITCH REVEALS A HIDDEN WALL PANEL THAT CONTAINS A LEMON AND A HEALTH WEDGE. THE YELLOW SWITCH LOWERS THE FORCE FIELD TO THE NEXT AREA. YOU MUST TAKE OUT THOSE BADDIES FIRST, THOUGH.



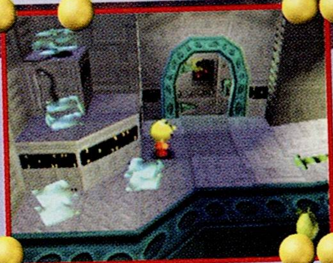
AVOID THE SECURITY BEAMS IN THIS AREA. THEY OPERATE ON A ROLLING PATTERN, SO YOU SHOULD JUMP WHEN THEY ARE FAR ENOUGH APART TO ALLOW YOU TO LAND. ACTIVATE THE YELLOW SWITCH AT THE END OF THIS WALKWAY TO REVEAL A FORCE FIELD YOU CAN WALK OVER TO THE NEXT AREA.



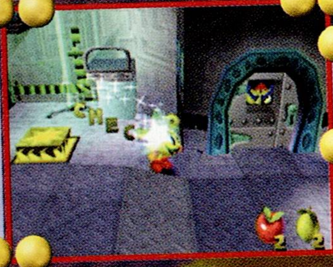
IN THIS AREA, YOU'LL DEAL WITH GREEN BEAMS. MOVE CAUTIOUSLY THROUGH THE AREA, MAKING SURE TO GRAB THE PAC-DOTS. COLLECT THE LETTER "A" BY WORKING YOUR WAY UP TO THIS LEDGE AND JUMPING OVER DURING THE BRIEF WINDOW WHEN THE BEAMS DISAPPEAR.



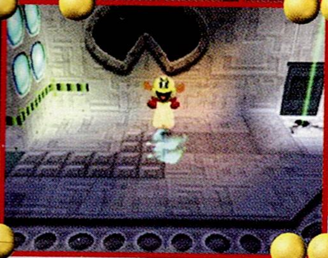
YOU'LL FACE MORE PINK SECURITY BEAMS HERE. JUMP OVER CAUTIOUSLY, BUT IF YOU GET CAUGHT, DON'T PANIC. YOU'LL FIND A HEALTH WEDGE JUST AHEAD.



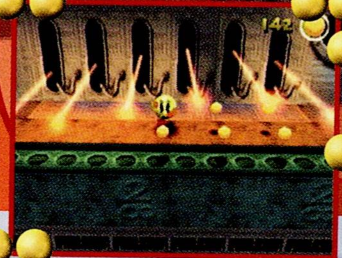
THESE CHESTS CONTAIN TWO APPLES, A HEALTH WEDGE AND A LEMON. UNFORTUNATELY, YOU'LL FIND NO CHERRY TO OPEN THAT DOOR IN THE BACKGROUND.



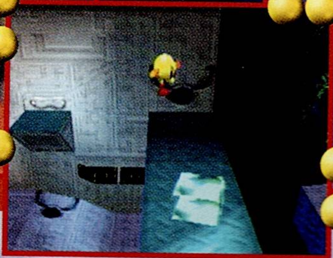
TAKE THE RAMP (WATCH OUT FOR THE BEAM!) TO THIS CHECKPOINT. THE YELLOW SWITCH ON THE LEFT DEACTIVATES THE GREEN SECURITY BEAM IN THE BACKGROUND AND ALSO FORMS A FORCE-FIELD BRIDGE BACK TO THE LAST AREA. IF YOU HOP FROM LEDGE TO LEDGE, YOU'LL FIND THE CHERRY YOU NEED FOR THAT LAST DOOR. GRAB IT, THEN HEAD FOR THE DOOR TO RETRIEVE THE LETTER "C."

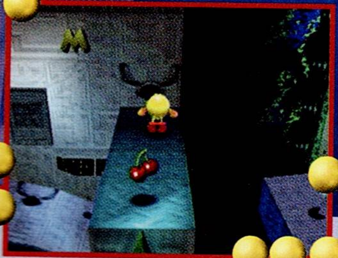


THIS CHEST CONTAINS THE GALAXIAN FOR THAT DOOR BELOW. IT'S MAZE TIME, BABY!

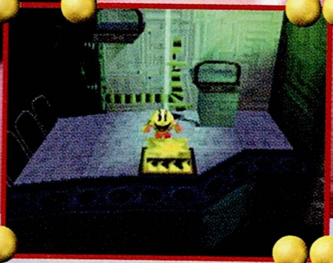


YOU CAN RUN RIGHT THROUGH THIS AREA WITHOUT GETTING HIT IF YOU TIME IT CORRECTLY, BUT IT WON'T BE EASY. IF YOU WANT TO GET ALL THE PAC-DOTS, TAKE IT SLOWLY AND METHODICALLY.

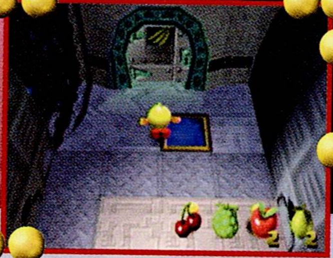




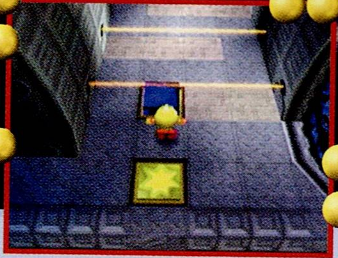
SMASHING THIS CHEST WILL MAKE THE CHERRY AND LETTER "M" APPEAR. GRAB THEM BOTH BEFORE YOU CONTINUE.



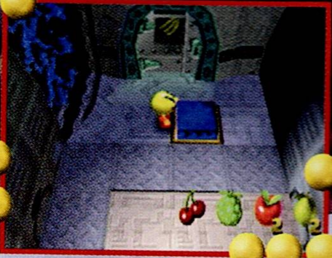
YOU'VE SEEN THIS TRICK BEFORE—USE THE YELLOW SWITCH TO TEMPORARILY DEACTIVATE THE GREEN BEAM. HURRY AND JUMP FROM LEDGE TO LEDGE TO REACH THE TOP.



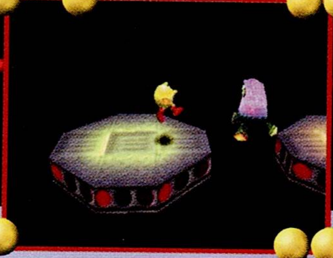
WELL, YOU OWN PLENTY OF FRUIT, BUT NO BANANA! YOU CAN TRY AGAIN LATER.



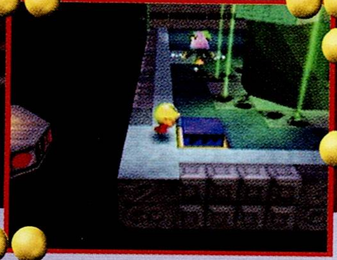
WAIT FOR THE BEAM TO TURN OFF, THEN ACTIVATE THIS BLUE SWITCH.



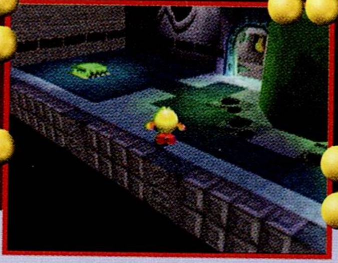
RETURN TO THE OPPOSITE SIDE AND ACTIVATE THE OTHER BLUE SWITCH. YOU'LL SEE A PAC-DOT FIELD APPEAR. FOLLOW THE PAC-DOTS ALONG THE FIELD UNTIL . . . OH, LOOK, A BANANA! GRAB IT, THEN HEAD BACK TO THAT DOOR. COLLECT THE LETTER "A" INSIDE.



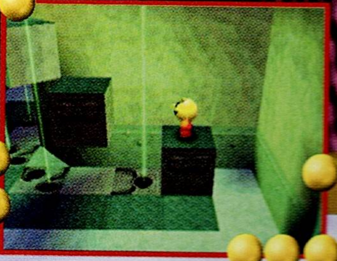
LEAP FROM PLATFORM TO PLATFORM HERE. MAKE SURE YOU STOP AND KILL THE ENEMIES BETWEEN EACH ONE.



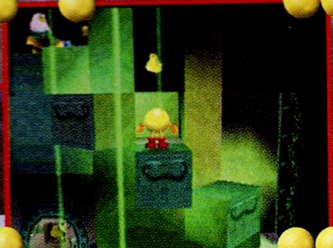
HIT THIS BLUE SWITCH, THEN RETURN BACK ALONG THE PLATFORMS TO HIT THE BLUE SWITCH ON THE OPPOSITE SIDE. THIS WILL REVEAL A FRUIT BETWEEN EACH PLATFORM. PICK THEM UP ON YOUR WAY BACK.



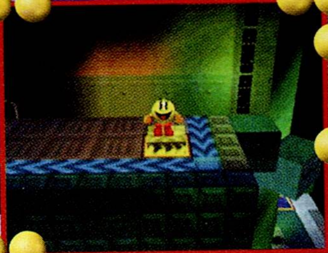
FROM HERE YOU CAN SEE A GREEN SWITCH AND A BELL FRUIT DOOR. ACTIVATE THE GREEN SWITCH, AND A PAC-DOT FIELD AND FOUR GHOSTS WILL APPEAR. CLEAN UP THE AREA, THEN MOVE ON.



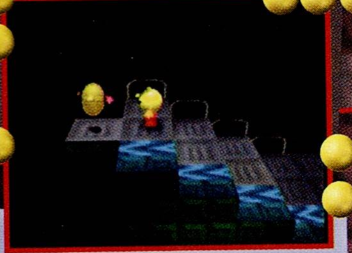
START CLIMBING THESE BLOCKS, STOPPING ON EACH ONE TO WAIT FOR THE NEXT BEAM CYCLE.



HEY, LOOK! YOU CAN SEE THE BELL YOU NEED, BUT YOU CAN'T GET IT NOW. YOU'LL RETURN SOON ENOUGH.



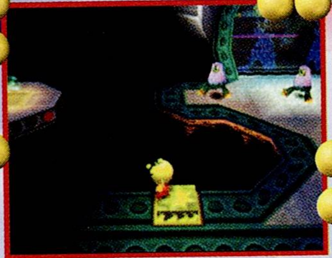
PRESSING THIS YELLOW SWITCH WILL DEACTIVATE THE BEAMS TEMPORARILY. HURRY DOWN AND COLLECT THAT BELL. USE IT ON THE FRUIT DOOR AND GRAB THE LETTER "N."



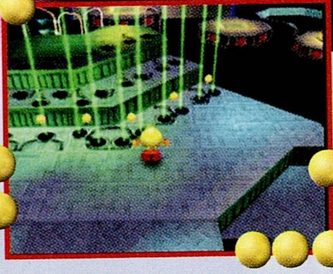
WOW! YOU'VE FOUND THE LEVEL COMPLETE TOKEN ALREADY. THIS ONE WENT BY FAST.

Far Out

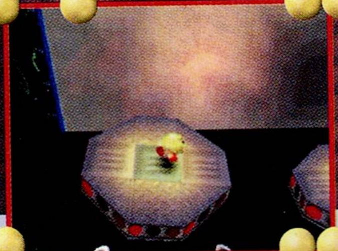
Far Out begins innocently enough but quickly establishes itself as a hard-hitting level. I guess the ease of Space Race might factor in there somehow, but you can't stop to think about that right now—you must lay waste to this level first.



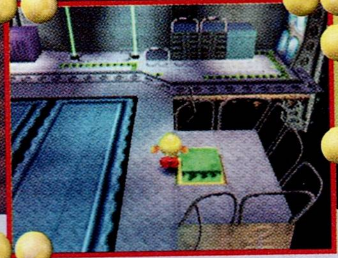
THIS YELLOW SWITCH ACTIVATES A FORCE-FIELD BRIDGE OVER TO THAT TREASURE CHEST ON THE LEFT, AND IT ALSO REMOVES THE FORCE FIELD TO THE HALLWAY. HOWEVER, BEFORE YOU BOTHER GOING OVER THERE, YOU MAY WANT TO DESTROY THE THREE ENEMIES AND GRAB THE FRUIT ON THE RIGHT.



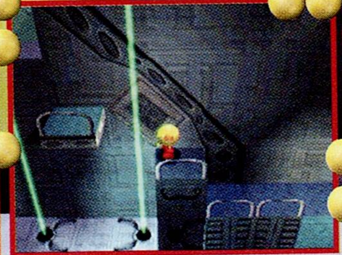
THESE GREEN BEAMS MAY PRESENT A BIT OF A CHALLENGE. FIRST YOU'LL WANT TO GRAB THE EXTRA LIFE FROM THE CHEST IN THE LOWER RIGHT CORNER (NOT THE ONE BEHIND THE BEAMS). THEN, METHODICALLY GATHER EACH PAC-DOT ONE AT A TIME. WITH THOSE OUT OF THE WAY, YOU CAN REACH THE TOP. THE EASIEST WAY? JUST WALK RIGHT UP AND TAKE THE HIT.



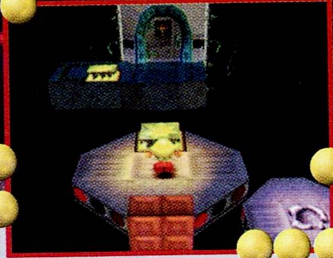
GRAB THE LEMON FROM THE CHEST BEHIND THE GREEN BEAMS, THEN JUMP OVER TO THESE FLOATING PLATFORMS. USE THE YELLOW SWITCH TO ACTIVATE A STABLE FORCE FIELD, ALLOWING YOU TO GET THE LETTER "P."



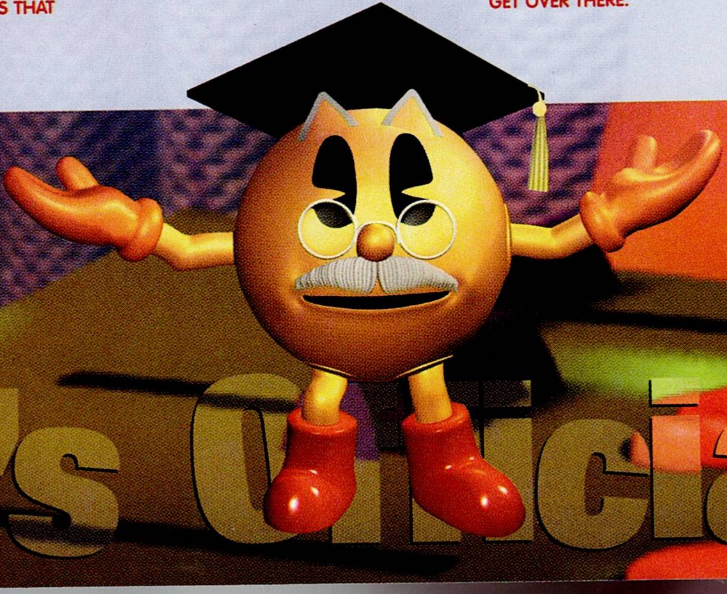
YOU'LL REACH THIS AREA AFTER THE FIRST CHECKPOINT. ACTIVATE THE GREEN SWITCH, THEN CLEAN UP THE GHOSTS AND PAC-DOTS THAT APPEAR.

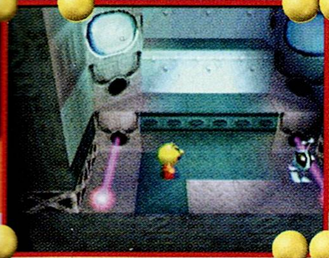


JUMP UP TO THESE PLATFORMS TO REACH THE NEXT AREA. WATCH OUT FOR THE GREEN BEAMS!

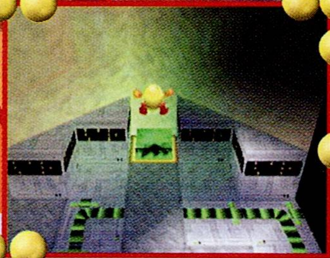


YOU NEED A GALAXIAN TO OPEN THIS DOOR. HOWEVER, WHEN YOU FIND IT, YOU'LL USE THAT YELLOW SWITCH TO GET OVER THERE.

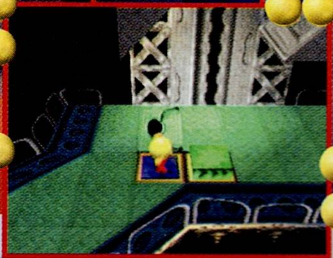




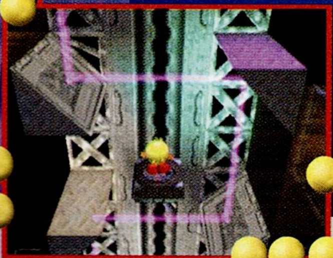
THESE ENEMIES GET ANNOYING. YOU CAN KILL THEM USING A SUPER PAC-DOT ATTACK.



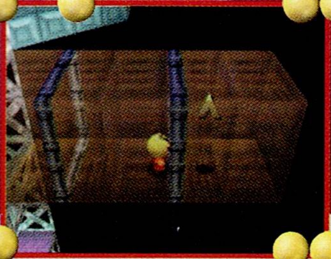
BUTT-BOUNCE ON THIS GREEN SWITCH TO REVEAL A MAGIC PAC-DOT CHAIN. HOWEVER, BEFORE YOU TAKE THAT CHAIN, INSPECT THE LOWER RIGHT PORTION OF THIS PLATFORM. YOU WILL FIND A GALAXIAN IN A CHEST. RETURN TO THE GALAXIAN DOOR AND COMPLETE THE MAZE. IF YOU TAKE THE PAC-DOT CHAIN, YOU CAN'T GO BACK WITHOUT RESETTING THE LEVEL.



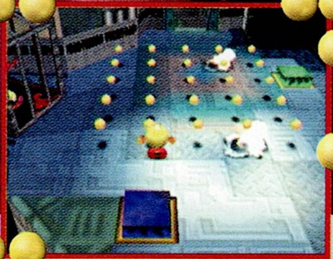
THE MAGIC PAC-DOT CHAIN DROPS YOU HERE AT THE END. ACTIVATE THE GREEN SWITCH TO LOWER A HELIVATOR TO THIS LEVEL.



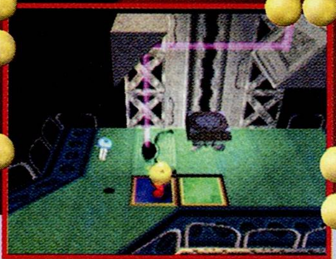
CAUTIOUSLY RIDE THE HELIVATOR UP AS FAR AS IT WILL GO. YOU MUST WORK YOUR WAY BETWEEN A PINK SECURITY BEAM THAT CRISSCROSSES THE SHAFT SEVERAL TIMES. PAUSE THE HELIVATOR BETWEEN EACH CRISSCROSS TO WAIT FOR THE NEXT CYCLE. TO DO THIS, RELEASE ■ EVERY FEW SECONDS.



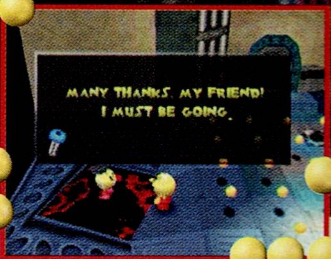
INSPECT THE SIDE PASSAGES ON YOUR WAY UP THE SHAFT. YOU'LL FIND AN ORANGE, A PAIR OF HEALTH WEDGES, AND THE LETTER "A."



THERE'S A LOT GOING ON UP HERE. FIRST, BEFORE YOU FORGET, ACTIVATE THE BLUE SWITCH. THIS WILL ALLOW YOU TO ACTIVATE THE BLUE SWITCH AT THE BOTTOM OF THE SHAFT. HEAD DOWN THERE NOW.

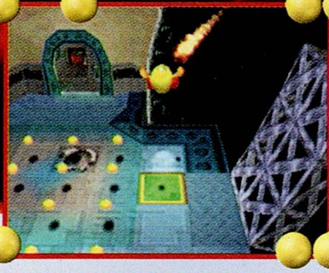


TO REACH THE BOTTOM OF THE SHAFT, JUMP OFF THE SIDE NEAR THE WALL. THIS SHOULD ALLOW YOU TO FALL WITHOUT HITTING ANY OF THE BEAMS. ACTIVATE THE BLUE SWITCH TO REVEAL THE KEY TO PROFESSOR PAC-MAN'S CAGE.

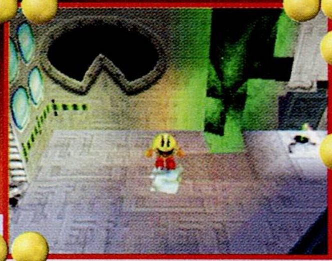


MANY THANKS, MY FRIEND!
I MUST BE GOING.

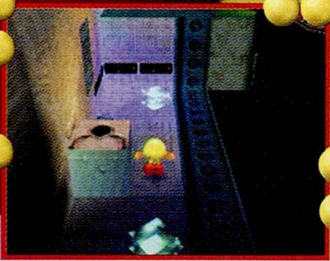
GRAB THE KEY, THEN HEAD BACK TO THE TOP AND FREE THE PROFESSOR. HE'LL APPRECIATE IT.



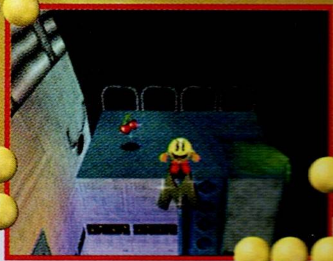
ACTIVATE THAT GREEN SWITCH, THEN GATHER UP ALL THE PAC-DOTS. JUST WATCH OUT FOR THE INCOMING FIREBALLS.



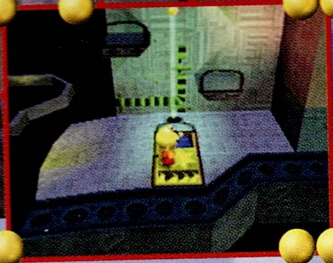
SMASH OPEN THIS CHEST TO GET THE APPLE FOR THAT FRUIT DOOR NEAR THE PROFESSOR'S CAGE. OPEN THE FRUIT DOOR AND COLLECT THE LETTER "C."



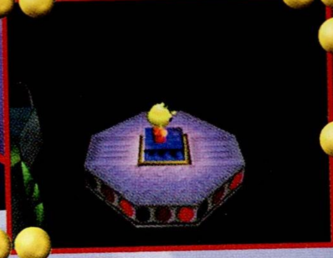
YOU REACH THIS AREA JUST PAST THE NEXT CHECKPOINT. IN THE CHESTS ON THE LOWER LEVEL YOU WILL FIND TWO HEALTH WEDGES.



SMASH THE CHEST ON THE LEDGE, AND YOU'LL REVEAL THE LETTER "M" AS WELL AS A CHERRY. GRAB THEM BOTH, THEN MOVE TO THE RIGHT ONTO THOSE FLOATING PLATFORMS.



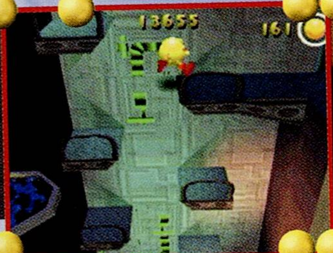
ACTIVATE THE YELLOW SWITCH HERE TO ACCESS THE CHEST ON THE LEFT. INSIDE THE CHEST, YOU'LL FIND AN EXTRA LIFE. ACTIVATE THE BLUE SWITCH TO RESET THE BLUE SWITCH ON THE FIRST FLOATING PLATFORM.



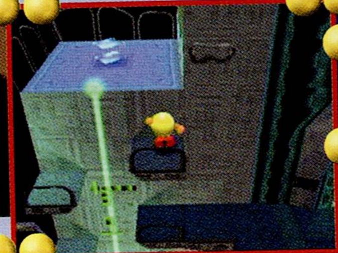
ACTIVATE THIS SWITCH TO REVEAL THE LETTER "A" AND SOME OTHER GOODIES YOU CAN GATHER ON YOUR TRIP BACK.

TIP

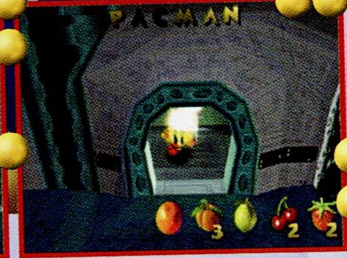
Look to the right of the Blue and Yellow switches. Toward the edge of the landing, you will find an extra life hiding all by itself.



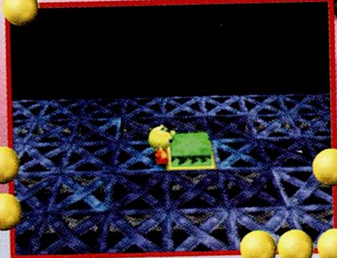
ACTIVATE THE YELLOW SWITCH AGAIN TO REMOVE THE GREEN SECURITY BEAM SO YOU CAN HOP UP THESE LEDGES.



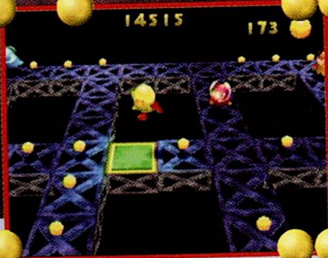
STAND ON THIS LEDGE TO GET TO THAT CHEST. IT CONTAINS A BANANA TO USE ON THE FRUIT DOOR TO THE RIGHT.



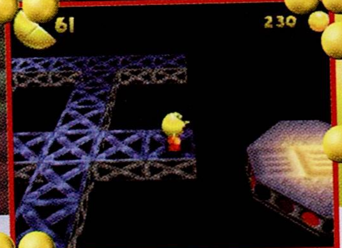
GRAB THE LETTER "N" FROM THIS FRUIT DOOR. THEN HEAD TO THE RIGHT AND JUMP ONTO THE SCAFFOLDING.



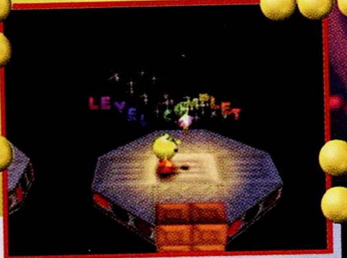
GRAB THE CHECKPOINT, AND THEN ACTIVATE THIS GREEN SWITCH.



THE SCAFFOLDING FOLDS OUT INTO A MAZE FILLED WITH PAC-DOTS AND GHOSTS. BE CAREFUL! THE GHOSTS COME BACK TO LIFE AT THE CORNER OF THE MAZE.



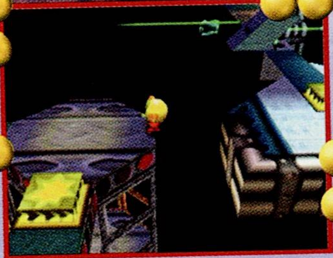
ONCE YOU COLLECT IT ALL, YOU CAN HOP OVER TO THESE FLOATING PLATFORMS ON THE RIGHT.



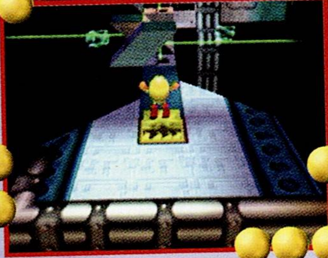
HERE YOU FIND THE LEVEL COMPLETE TOKEN! ONE MORE LEVEL DOWN!

Gimme Space

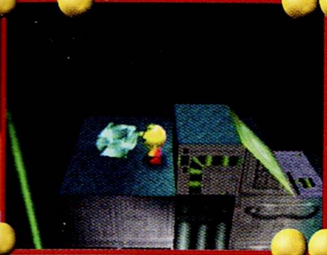
While this level may seem brief, it boasts plenty of tricks. Some well-positioned letters kept me working at this one for a while.



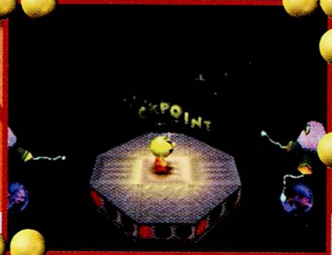
JUMP TO THIS PLATFORM FROM THE STARTING POINT. ACTIVATE THE YELLOW SWITCH AND JUMP INTO THE WHITE LIGHT THAT APPEARS. THIS LIGHT WILL TELEPORT YOU BELOW, ALLOWING YOU TO GRAB THE LETTER "P."



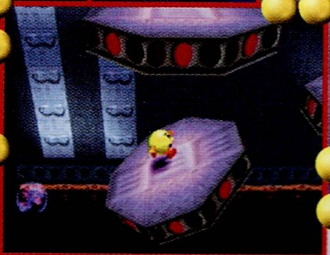
THIS YELLOW SWITCH ACTIVATES A FORCE FIELD THAT ALLOWS YOU TO SMASH THOSE TREASURE CHESTS NEAR THE GREEN BEAMS. YOU'LL FIND TWO HEALTH WEDGES INSIDE.



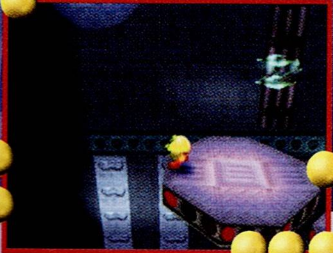
THIS CHEST CONTAINS A CHERRY. COLLECT IT, THEN USE THE B-DOING TO REACH A FLOATING PLATFORM TO THE RIGHT.



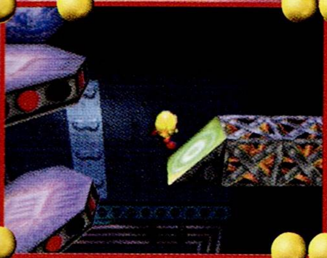
YOU'LL REACH A CHECKPOINT AS SOON AS YOU LAND. DESTROY THE ENEMIES ON EITHER SIDE OF YOU BEFORE CONTINUING TO THE RIGHT.



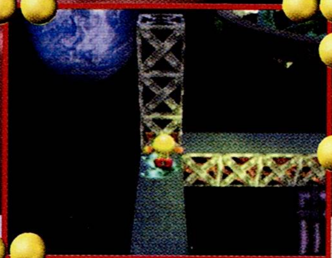
NOW YOU NEED TO FOLLOW THE FLOATING PLATFORMS UPWARD. YOU MUST JUMP FROM PLATFORM TO PLATFORM. TO KEEP FROM FALLING DURING THE JUMP, STAND ON THE OPPOSITE END OF THE PLATFORM AND CAUSE IT TO TILT SIDEWAYS. JUMP FROM THE RAISED SIDE. THAT TECHNIQUE CAN HELP YOU LAND PROPERLY.

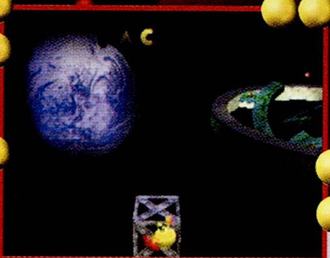


THIS CHEST CONTAINS AN APPLE. COLLECT IT BY JUMPING FROM THE HIGHER PLATFORM.

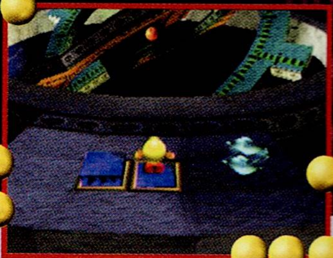


YOU'LL FIND SOME B-DOINGS AS YOU NEAR THE END OF YOUR ASCENT THROUGH THE PLATFORMS. MAKE SURE YOU INSPECT THE SIDES OF THE SCAFFOLDING HOLDING THE B-DOING. YOU'LL FIND THE LETTER "A" AND A STRAWBERRY.

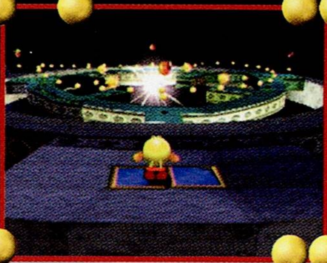




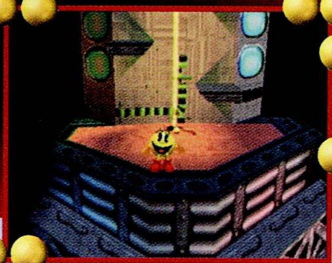
JUST PAST THE CHECKPOINT YOU'LL FIND A CHEST ON THE SCAFFOLDING. DON'T DESTROY THE CHEST JUST YET. YOU NEED IT TO REACH THE LETTER "C." YOU MUST DO A RUNNING JUMP FOLLOWED BY A BUTT-BOUNCE ON THE CHEST. IF YOU TIME IT JUST RIGHT, YOU CAN REACH THE LETTER. IF YOU MISS IT, YOU MUST RESET THE LEVEL AND TRY AGAIN.



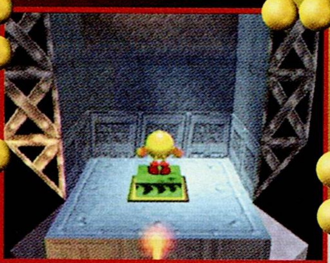
OK, GRAB THE EXTRA LIFE FROM THE CHEST, THEN ACTIVATE THE BLUE SWITCH, FOLLOWED BY THE SECOND BLUE SWITCH.



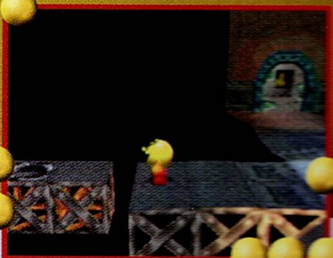
NOW THE VIEW LOOKS LIKE THIS. HEAD INTO THE AREA AND GATHER EVERYTHING YOU CAN. AFTER YOU FINISH COLLECTING, HOP INTO THE WHITE LIGHT TO REACH THE NEXT AREA.



THE WHITE LIGHT TRANSPORTS YOU HERE. YOU MUST JUMP UP THE LEDGES TO REACH THE TOP. TRY TO AVOID THE BEAM IN THE CENTER BY BUTT-BOUNCING TOWARD THE FRONT OF THE SCREEN AND THEN QUICKLY TURNING BACK. THEN YOU CAN TRY TO CATCH THE LEDGE ABOVE YOU.

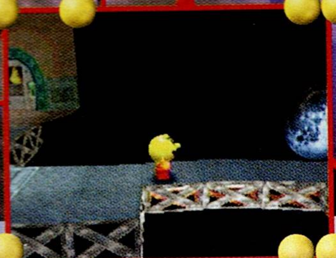


ACTIVATE THIS SWITCH TO LOWER THE SCAFFOLDING INTO PLACE. YOU CAN THEN CHOOSE ONE OF THREE PATHS.

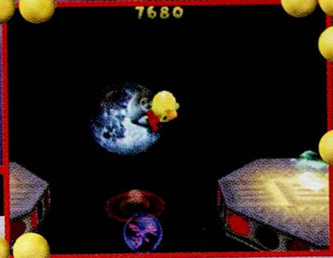


HEAD DOWN THIS LEFT PATH FIRST. YOU CAN GRAB THE LETTER "M" AT THE END.

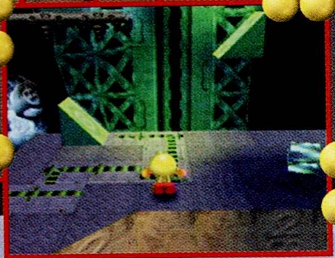
The Space Stage



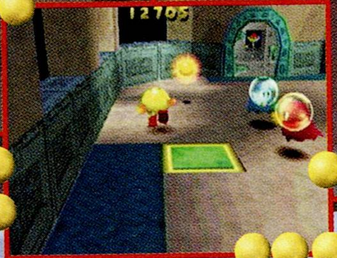
YOU'LL NEED A BELL BEFORE YOU CAN DO ANYTHING WITH THAT FRUIT DOOR, SO TAKE THE RIGHT PATH NEXT.



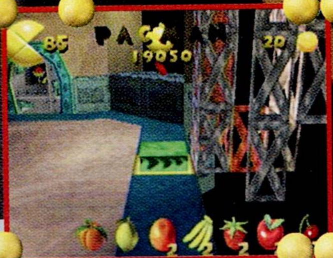
YOU CAN FIND THE BELL YOU NEED IN THE CHEST AHEAD. RETURN TO THE FRUIT DOOR AND COLLECT THE LETTER "A" INSIDE.



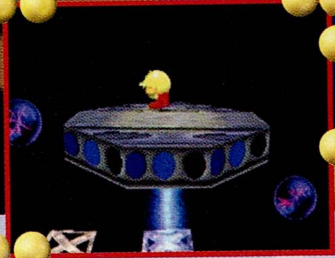
WHEN YOU REACH THIS AREA, YOU'LL WANT TO BUTT-BOUNCE YOUR WAY TO THE TOP. ALONG THE WAY, YOU SHOULD STOP TO COLLECT THE GOODIES ON THE SIDES. AMONG THEM, YOU'LL FIND THE LETTER "N."



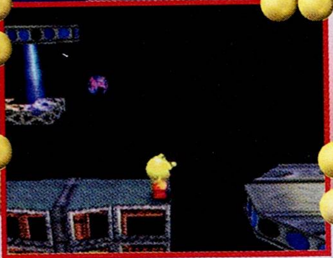
ACTIVATE THE GREEN SWITCH ON THE LEFT TO REVEAL THE POWER PELLET YOU NEED TO DISPENSE WITH THESE GHOSTS.



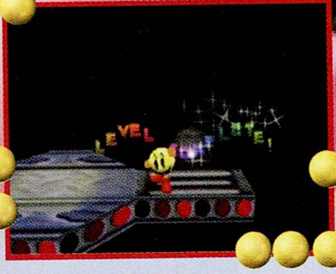
ACTIVATE THIS SWITCH TO LOWER THE SCAFFOLDING ON THE RIGHT. FOLLOW THE SCAFFOLDING AND JUMP TO REACH THE FLOATING PLATFORMS ABOVE YOU.



YOU'LL NOTICE THAT THESE PLATFORMS SHIFT IN SIZE. MAKE SURE THE PLATFORM REMAINS STEADY WHEN YOU MAKE YOUR MOVE. ON THE LEFT PLATFORM, YOU'LL FIND A GALAXIAN. GRAB IT, THEN HEAD FOR THE MAZE.

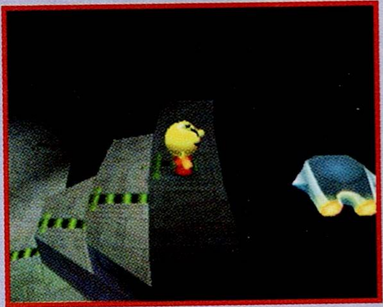


JUMP OVER TO THIS PLATFORM AFTER YOU COMPLETE THE MAZE. THIS ONE SHRINKS AS WELL, SO GET READY.



AFTER SOME BRIEF HOPS OVER A COUPLE OF PLATFORMS, YOU'LL REACH THE LEVEL COMPLETE TOKEN. GIVE YOURSELF A PAT ON THE BACK. YOU EARNED IT ON THIS TOUGH ONE!

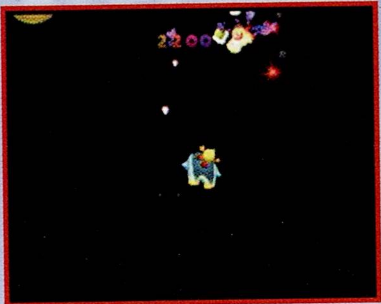
King Galaxian



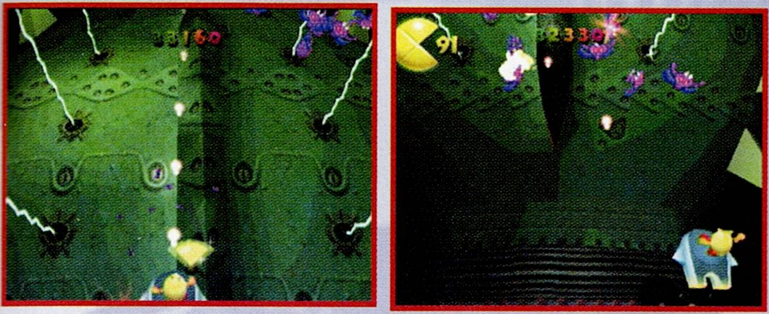
JUMP INTO YOUR SPACESHIP TO GET THINGS STARTED.

This level features Pac-Man aboard a mini-spaceship. You can fire your weapon with any of the action buttons. Each press of a button equals one shot from your weapon. For maximum effect, keep hitting the button as fast as possible.

During the first stretch of gameplay on this level, some basic enemies will attack you. Some will fire at you, but you shouldn't find those shots difficult to dodge. Keep your focus and remain patient. Along the way, if you have time, try to collect the floating fruits for the extra points. Eventually you'll encounter some asteroids. You can blow them away as well.



DESTROY THE ENEMIES WHILE DODGING THEIR FIRE AND COLLECTING FRUIT. SOUNDS EASY ENOUGH, DOESN'T IT?

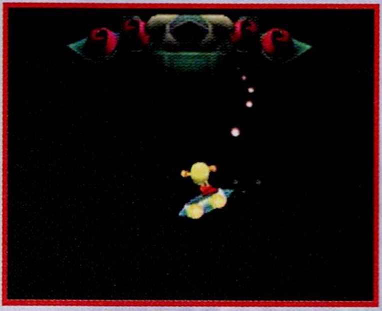


IN THIS NEW AREA YOU MUST ALSO DODGE LIGHTNING BARS. THEY TEND TO CONCENTRATE ON THE SIDES, SO STAY IN THE CENTER FOR RELATIVE SAFETY.

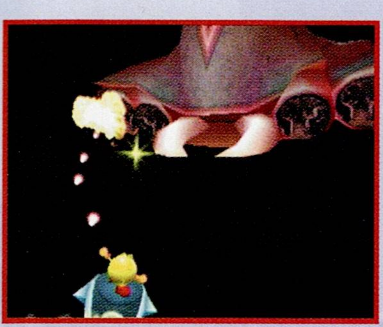
Just after you pass the asteroids, you encounter a new area. The enemies appear in greater numbers here but will often provide Health Wedges when destroyed. Collect as many of the Health Wedges as possible even if you don't need them right now (just in case). You will definitely want full health for the next area.

As you reach the edge of this area, a piece of it appears to break off. This piece looks like the head of the object you have been flying over. It will start attacking you. Congratulations, you've made it to the actual boss part of the level—King Galaxian.

You must take out the four eyes positioned on the sides of his mouth (two per side). Try to focus your attack on only one eye because the other eyes will heal each time you destroy one.



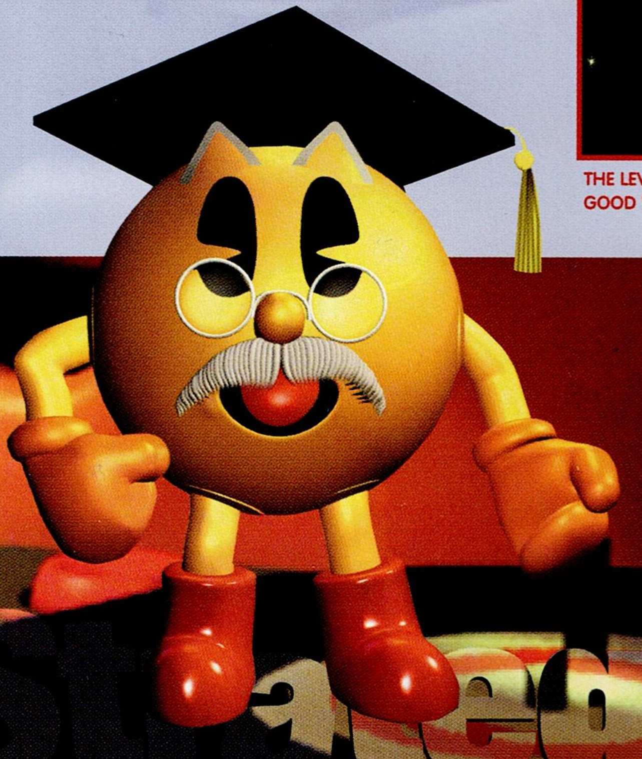
KING GALAXIAN, I PRESUME.



FIRE AT THE EYES AROUND KING GALAXIAN'S MOUTH. IF YOU DESTROY ALL FOUR, YOU WIN.

King Galaxian will switch between launching enemies out of his mouth and hovering close to you so he can try to pull you in. Early in the battle, he will also fire yellow blasts at you. Just remain patient and keep moving. Oh, and don't forget to constantly tap that fire button!

THE LEVEL ENDS WHEN YOU DESTROY THE EYES. NOW THAT'S WHAT I CALL A BOSS! GOOD WORK!

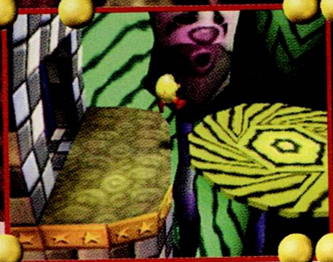


TIP

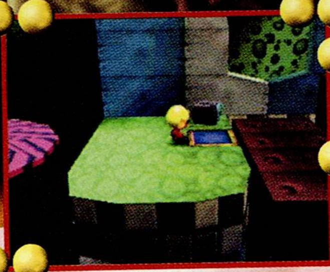
Make sure you get the checkpoint at the King Galaxian level or else you'll have to start over.

Clowning Around

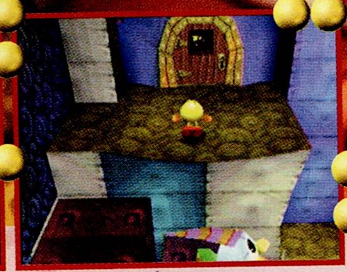
The bright colors of this level make it quite a sight, and the gameplay on this level is a breeze. You may become a little disoriented every so often thanks to those spinning platforms though.



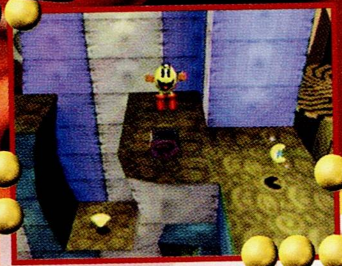
JUMP OVER TO THAT SPINNING YELLOW PLATFORM FROM THE STARTING POINT. CONTINUE JUMPING ACROSS THE BLUE AND PINK PLATFORMS.



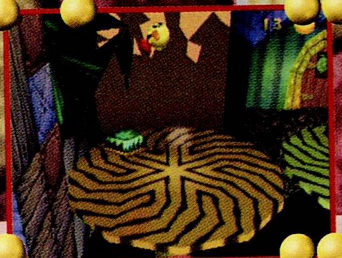
GRAB THE PAC-DOTS OUT OF THIS CHEST, THEN CONTINUE TO THE RIGHT ACROSS THOSE BLOCKS. ACTIVATE THE BLUE SWITCH AT THE END, AND THE BLOCKS WILL SHIFT INTO NEW POSITIONS. ONCE YOU ACTIVATE THE BLUE SWITCH AT THE END, ACTIVATE THIS BLUE SWITCH FOR AN EXTRA LIFE.



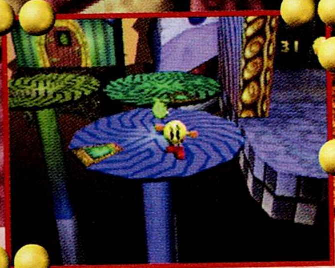
CLIMB UP THE BLOCKS AND COLLECT THE HEALTH WEDGE AND ULTRA BUTT-BOUNCE POWER-UP FROM THE CHESTS ALONG THE SIDE. YOU WILL SEE THIS FRUIT DOOR WHEN YOU REACH THE TOP.



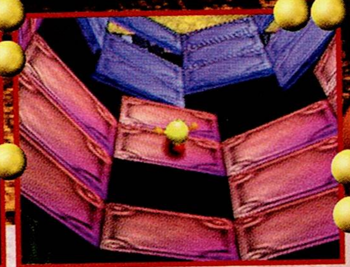
THIS CHEST CONTAINS THE CHERRY YOU NEED TO OPEN THAT FRUIT DOOR. GRAB THE CHERRY, THEN RETURN TO THE DOOR TO COLLECT THE LETTER "P."



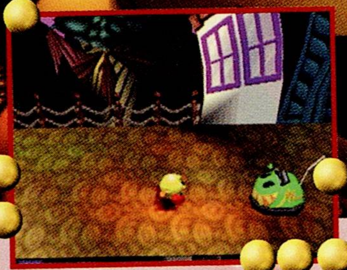
JUST PAST THE FIRST CHECKPOINT, YOU WILL ENCOUNTER THIS SERIES OF SPINNING PLATFORMS. EACH ONE HOLDS A SWITCH THAT, WHEN ACTIVATED, WILL RELEASE PAC-DOTS JUST ABOVE THE PLATFORM. YOU CAN COLLECT THEM ALL BY STANDING STILL, AND AS THAT PLATFORM ROTATES, YOU WILL RUN INTO THEM.



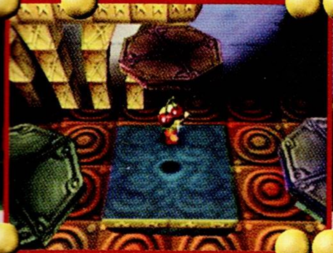
WHEN YOU HIT THE SWITCH ON THIS BLUE PLATFORM, THE MELON NEEDED FOR THAT FRUIT DOOR IN THE BACK APPEARS. GRAB THE MELON AND OPEN THE DOOR. INSIDE YOU'LL FIND THE LETTER "A."



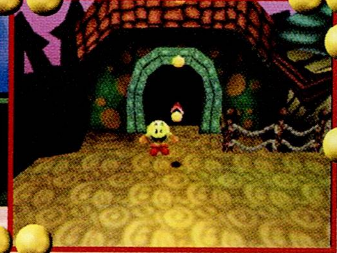
WOW, CHECK THIS OUT! YOU HAVE REALLY FOUND THE FUNHOUSE STAGE. HOWEVER, I DON'T THINK YOUR LOCAL CARNIVALS LACK ANY PLANKS IN THIS PART OF *THEIR* FUN HOUSES.



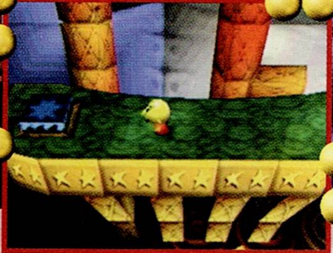
WATCH OUT FOR THESE BUMPER CARS. THEY PACK QUITE A WALLOP. HOW DO YOU DEFEAT A BUMPER CAR?—GIVE IT A TASTE OF ITS OWN MEDICINE. A REV ROLL RIGHT OFF THE CLIFF WILL WORK NICELY.



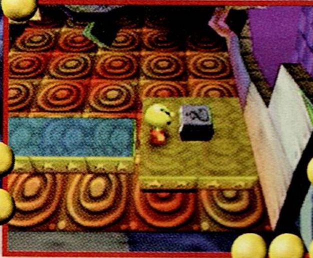
HERE YOU'LL FIND THE CHERRY FOR THAT FRUIT DOOR BY THE BUMPER CARS. HEAD BACK THERE NEXT.



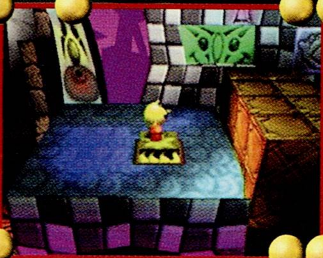
ACTIVATE THE SWITCH INSIDE THE DOOR TO REVEAL THIS MAGIC PAC-DOT CHAIN. GRAB THE EXTRA LIVES THE CHAIN LEADS YOU TO, THEN RETURN TO WHERE YOU FOUND THAT CHERRY.



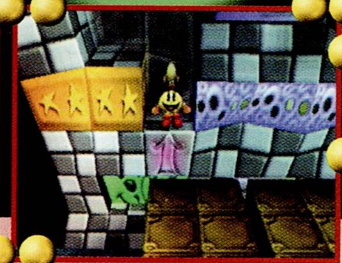
JUMP TO THE PLATFORM JUST ABOVE WHERE YOU FOUND THE CHERRY. JUMP OVER TO THE GREEN LEDGE AND ACTIVATE THIS BLUE SWITCH. YOU'LL SEE AN L-SHAPED PATH MOVE INTO POSITION. GRAB THE EXTRA LIFE BEHIND THE ORANGE TUBES, THEN RETURN THE WAY YOU CAME AND TAKE THAT PATH.



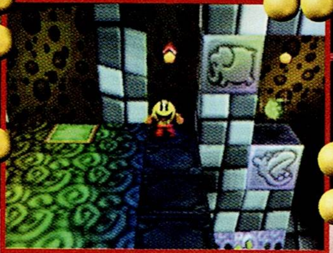
BUST OPEN THIS CHEST AND GRAB THE LETTER "C." NOW RETURN THE WAY YOU CAME AND TAKE THE TWO SPINNING PLATFORMS ON THE RIGHT. THEN GO OVER TO THE NEXT LEDGE.



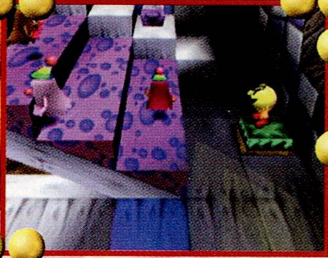
THIS YELLOW SWITCH MOVES ALL THE BLOCKS ON THE RIGHT TO AN UP POSITION.



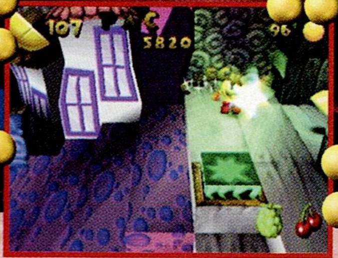
SINCE YOU'LL FIND ABSOLUTELY NOTHING AT THE OPPOSITE END, JUST JUMP UP HERE.



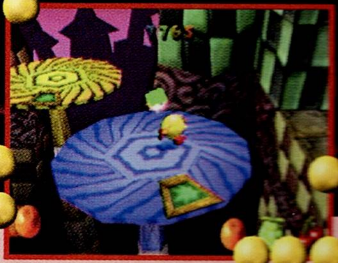
THAT DEPRESSED GREEN SWITCH ON THE LEFT REVEALS THIS MAGIC PAC-DOT CHAIN AND ANOTHER ON THE OPPOSITE SIDE. TAKE A TRIP ON THE TWO CHAINS TO PICK UP SOME NICE EXTRAS.



ACTIVATE THIS SWITCH TO REVEAL A FIELD OF PAC-DOTS THROUGHOUT THE STAIRWAY. SMASH OPEN THAT CHEST ON THE SIDE TO FIND A POWER PELLET.

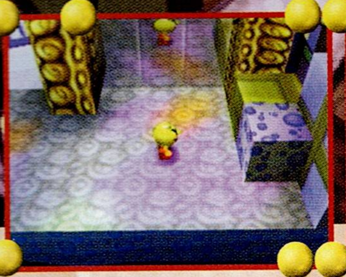


YOU'LL REACH THE NEXT CHECKPOINT AT THE TOP OF THE STAIRCASE. ACTIVATE THE NEARBY GREEN SWITCH TO REVEAL A MAGIC PAC-DOT CHAIN THAT LEADS YOU TO THE LETTER "M."

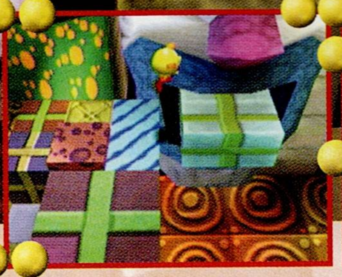


THESE NEXT SPINNING PLATFORMS WILL REVEAL ONE FRUIT EACH—A CHERRY, A MELON, AND AN ORANGE.

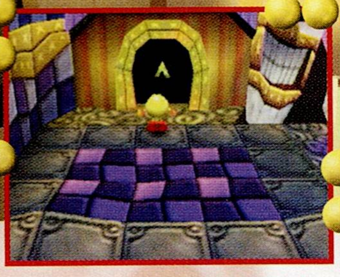
The Funhouse Stage



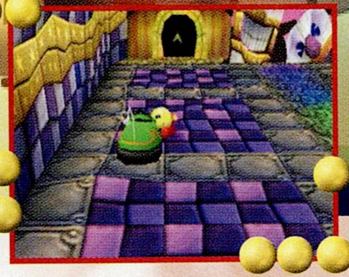
JUMP UP THESE CRATES TO REACH THE NEXT AREA.



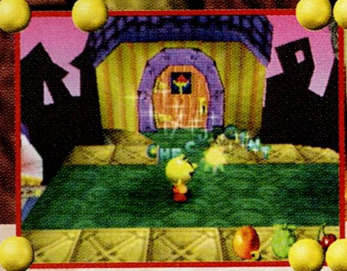
JUMP ACROSS THE CLOWN TONGUES AS THEY STICK OUT OF THEIR RESPECTIVE MOUTHS. MAKE A POINT TO STOP AT EACH SPINNING PLATFORM BETWEEN THEM TO COLLECT THE FRUIT THEY OFFER. YOU SHOULD GET A BANANA, A CHERRY, AND A MELON.



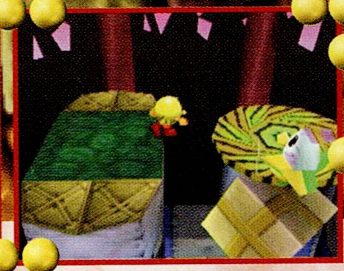
USE THE BANANA YOU COLLECTED A MOMENT AGO TO OPEN THIS FRUIT DOOR. COLLECT THE LETTER "A" BEFORE MOVING ON.



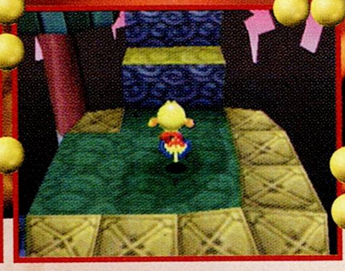
EXPECT A ROUGH TIME TAKING OUT THESE FOUR BUMPER CARS. AFTER YOU FINISH, ACTIVATE THE THREE BLUE SWITCHES TO LOWER A STAIRCASE INTO POSITION.



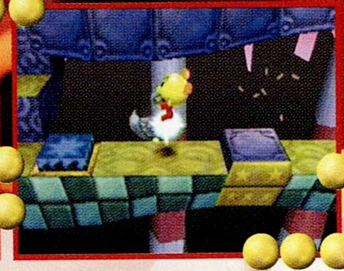
CLIMB THE STAIRCASE TO REACH THIS CHECKPOINT AND GALAXIAN DOOR. YOU CAN'T OPEN THE DOOR YET, SO KEEP MOVING. HEAD FOR THOSE SPINNING PLATFORMS ON THE RIGHT.



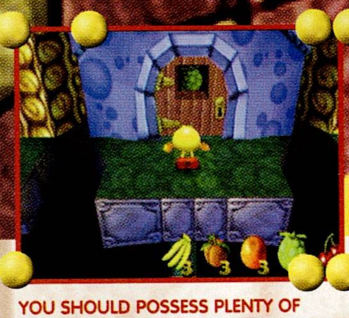
TO TAKE OUT THOSE PLANES, THROW A PAC-DOT AT THEM. OR, GET AS CLOSE AS YOU CAN TO THE EDGE BETWEEN YOU AND THE SPINNING PLATFORM. WHEN YOU GET CLOSE ENOUGH, PAC-MAN WAVES HIS ARMS TRYING TO BALANCE HIMSELF, LIKE YOU SEE HERE. DO THIS, THEN BUTT-BOUNCE REPEATEDLY AND YOU WILL DESTROY THE PLANE WHEN IT MAKES ITS NEXT PASS. HOWEVER, THIS WILL ONLY WORK WHEN YOU STAND AT THE VERY CENTER OF THE LEDGE.



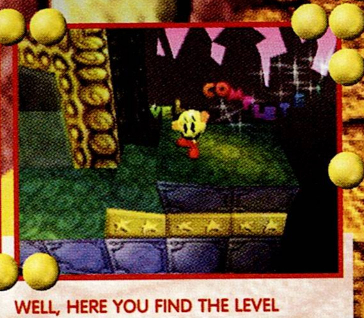
THIS CHEST CONTAINS THE GALAXIAN. RETURN TO THE GALAXIAN DOOR AND COMPLETE THE MAZE BEFORE YOU CONTINUE.



LEAP THROUGH THIS AREA AND TRY TO AVOID THE CANNONBALLS. ACTIVATE THE BLUE SWITCH AT THE END TO REVEAL PAC-DOTS OVER THE PATH YOU JUST TOOK. YOU'LL ALSO DISCOVER A CHROME POWER-UP AND LOTS OF FRUIT. COLLECT THE GOODIES AND REPEAT THIS PROCESS FOR THE TWO PATHS ABOVE YOU AS WELL.



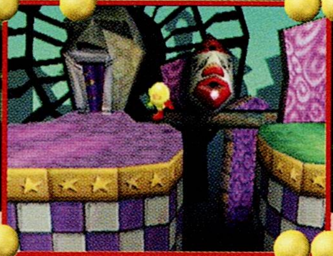
YOU SHOULD POSSESS PLENTY OF MELONS BY NOW, SO YOU CAN SPARE ONE TO OPEN THIS DOOR. INSIDE YOU'LL FIND THE LETTER "N."



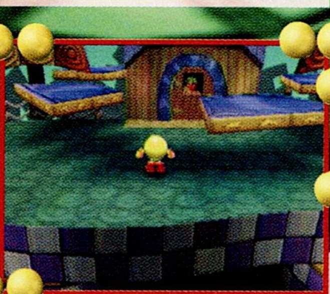
WELL, HERE YOU FIND THE LEVEL COMPLETE TOKEN. NOW YOU'VE PLAYED THROUGH MORE THAN HALF OF THE LEVELS OF *PAC-MAN WORLD*.

Barrel Blast

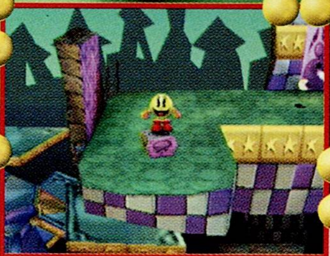
You may find Barrel Blast an extremely frustrating level. While you'll see some fun house antics like you saw on the last level, you'll find Barrel Blast tougher.



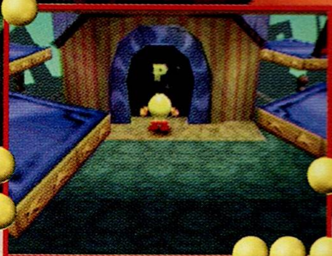
JUMP OVER TO THE GREEN LEDGE TO THE RIGHT OF THE STARTING POINT. HOWEVER, YOU'LL NEED TO WATCH FOR THE STEAM COMING OUT OF THE CLOWN FACE. DON'T LET IT BLAST YOU.



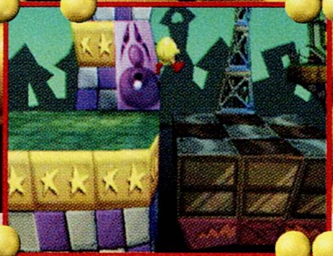
CHECK OUT THIS INTERESTING CONTRAPTION. YOU MUST JUMP UP THE ROTATING PANELS, MAKING SURE TO GET TO THE TOP WITHOUT LETTING THEM SLAM YOU INTO THE SIDE. IF YOU GET HIT, IT'LL HURT.



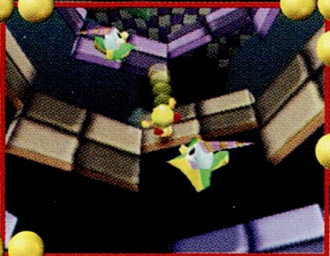
GO TO THE RIGHT SIDE ONCE YOU REACH THE TOP LEVEL AND GRAB THE STRAWBERRY FROM THIS CHEST. YOU SAW THE FRUIT DOOR AT THE BOTTOM, SO BACK DOWN YOU GO!



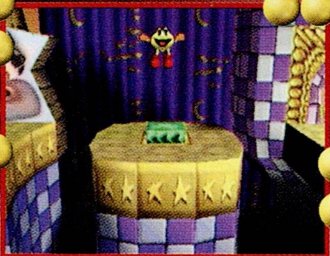
GRAB THE LETTER "P" FROM INSIDE THE STRAWBERRY FRUIT DOOR. NOW YOU MUST RETURN TO THE TOP.



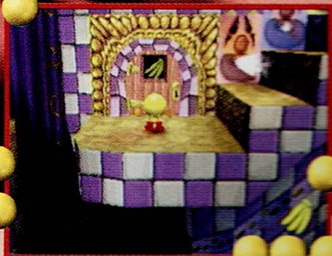
JUMP ONTO THIS CRANE PAST THE CHECKPOINT. WATCH FOR THE STEAM WHEN YOU JUMP OFF.



CHECK THIS THING OUT! IF YOU KEEP MOVING, YOU SHOULDN'T HAVE TOO MUCH TROUBLE. IF YOU RUN INTO PROBLEMS, DON'T STOP TO KILL THE ENEMIES.

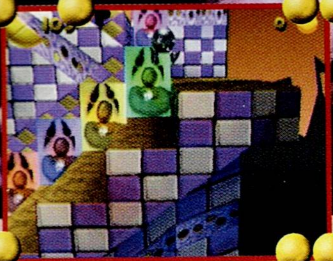


JUMP ON THIS SWITCH TO SWING A PATHWAY INTO PLACE NEXT TO THE LAST PLATFORM. HEAD OVER THERE AND GRAB THE BANANA FROM THE CHEST.

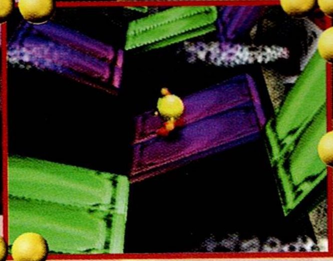


WOW! YOU'VE FOUND A BANANA FRUIT DOOR ALREADY. I HOPE YOU DIDN'T GET TOO ATTACHED TO THAT BANANA. GIVE IT UP.

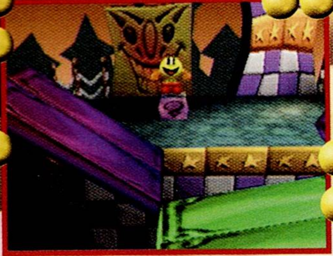
The Funhouse Stage



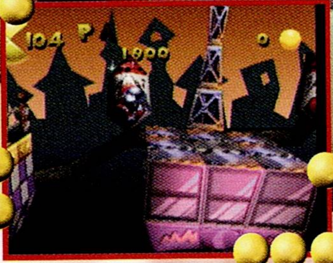
GRAB THE CHROME POWER-UP FROM INSIDE THE BANANA FRUIT DOOR, THEN QUICKLY SCALE THESE STEPS. THE CHROME POWER-UP WILL PROTECT YOU FROM THE STEAM.



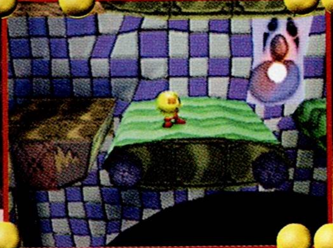
TAKE IT SLOW AND WATCH OUT FOR THE STEAM. REMEMBER TO JUMP AWAY FROM THE ROLL. IF THE PLANKS MOVE TO THE RIGHT, YOU SHOULD JUMP TO THE LEFT.



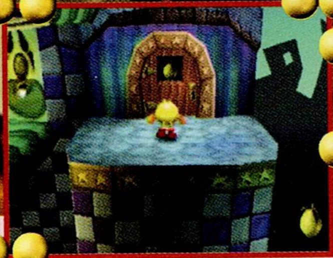
BUST OPEN THIS CHEST TO RETRIEVE THE LETTER "A." NOW HEAD TO THE RIGHT AND ACTIVATE THE GREEN SWITCH.



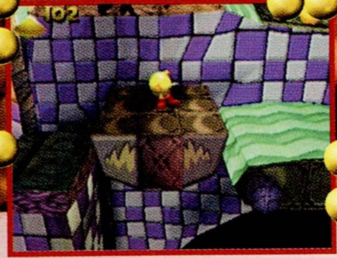
THE SWITCH REVEALS THIS CHROME POWER-UP. GRAB IT AS YOU RIDE THE CRANE TO THE OTHER SIDE.



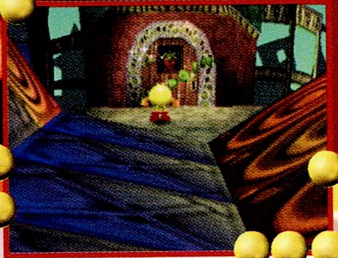
YOU'LL ENCOUNTER THESE CONVEYOR BELTS JUST PAST THE NEXT CHECKPOINT. THEY WORK GREAT WHEN YOU MOVE IN THE SAME DIRECTION THEY DO. HOWEVER, WHEN YOU MOVE AGAINST THE TIDE, YOU'LL FIGHT ALL THE WAY.



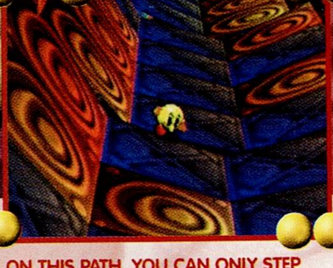
THIS DOOR LIES AT THE END OF THAT CONVEYOR PATH. ACTIVATE THE SWITCH INSIDE, THEN RETURN THE WAY YOU CAME.



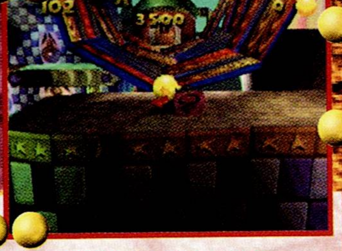
THE SWITCH ACTIVATED THIS MOVING PLATFORM. RIDE IT UP TO THE NEXT LEVEL.



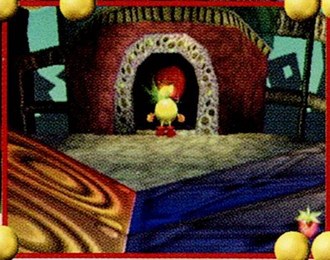
THE CONVEYORS WORK IN YOUR FAVOR THIS TIME. HEAD FOR THE CHECKPOINT IN FRONT OF THIS FRUIT DOOR.



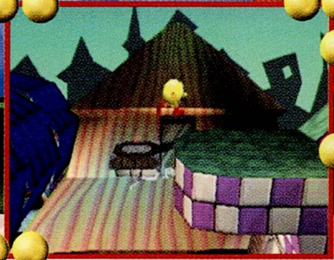
ON THIS PATH, YOU CAN ONLY STEP ON THE BLUE BOARDS. THE BOARDS THAT GLOW RED OR YELLOW WILL CAUSE DAMAGE.



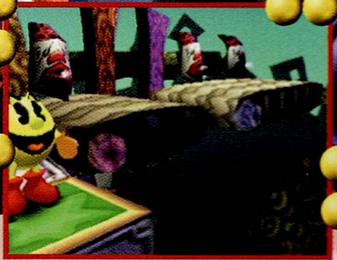
THIS CHEST ON THE OTHER SIDE CONTAINS THE STRAWBERRY TO OPEN THAT FRUIT DOOR NEAR THE LAST CHECKPOINT. GO BACK TO THE DOOR USING THE PATH'S BLUE BOARDS. OR PURPOSELY DIE, AND YOU'LL REAPPEAR AT THE LAST CHECKPOINT.



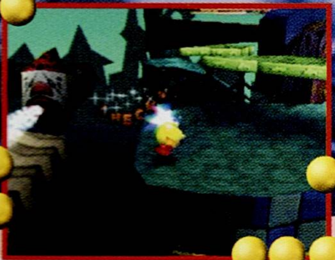
YOU'LL FIND THE LETTER "C" INSIDE THE DOOR.



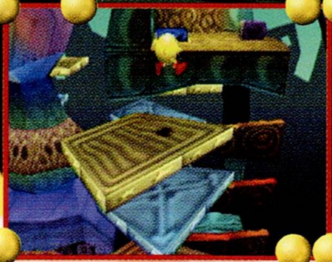
RIDE THE HELIVATOR TO THIS LEDGE. REV ROLL OFF THE RAMP TO THE RIGHT TO REACH THE NEXT CHECKPOINT.



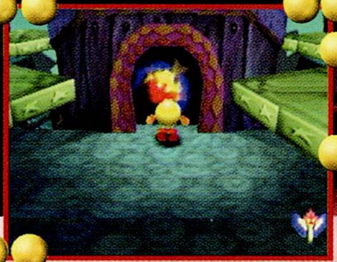
THIS SWITCH WILL RAISE THAT BRIDGE ON THE RIGHT. FOLLOW THE BRIDGE TO A PATH WHERE YOU CAN GET THE LETTER "M" FROM A CHEST. HEAD BACK TO THE CONVEYORS ONCE YOU FIND THE LETTER AND GO TO THE RIGHT.



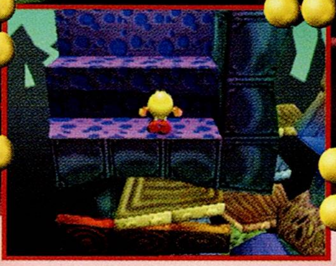
YOU'LL FIND THE GALAXIAN DOOR NEXT TO THIS CHECKPOINT. HOWEVER, YOU MUST USE ANOTHER OF THOSE ROTATING PANEL DEVICES BEFORE YOU CAN OPEN THE DOOR.



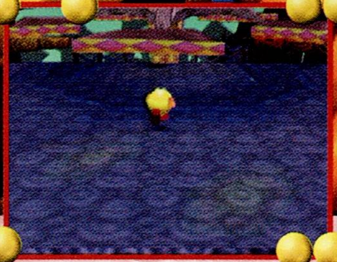
HEAD FOR THAT AREA ON THE RIGHT. YOU'LL FIND THE GALAXIAN IN THE CHEST. NOW YOU CAN OPEN THAT DOOR. BUT BEFORE YOU GO, ACTIVATE THAT BLUE SWITCH. IT RAISES SOME STAIRS YOU WILL USE IN A MINUTE.



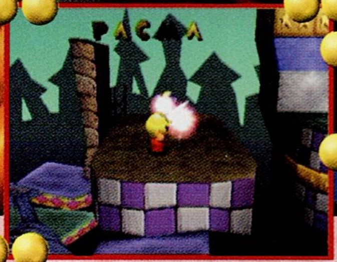
OPEN THE GALAXIAN DOOR AND ENTER THE MAZE. REMEMBER TO HAVE FUN IN THERE!



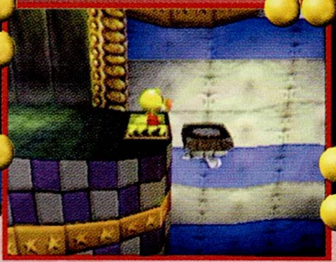
AFTER COMPLETING THE MAZE, USE THE ROTATING PANELS TO MOVE TO THE LEFT SIDE. THEN TAKE THOSE STAIRS YOU OPENED UP EARLIER.



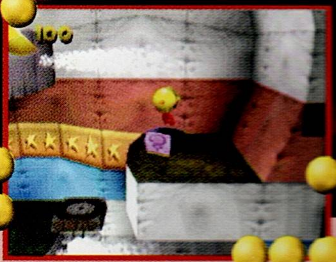
YOU JUST FOUND ANOTHER ONE OF THOSE DEVICES. SEE WHERE THIS ONE LEADS.



GRAB THE LETTER "A" FROM THE CHEST, THEN HIT THAT CHECKPOINT IN BACK.

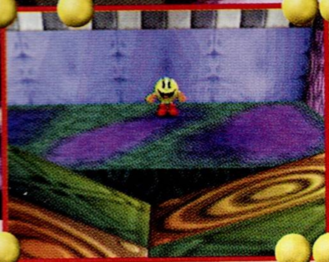


JUMP OVER TO THE PATHWAY ON THE RIGHT TO REACH THIS HELIVATOR. RIDE THE HELIVATOR UP TO THE NEXT AREA.

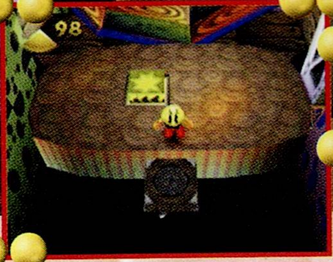


MAKE SURE YOU STOP ALONG THE WAY TO PICK UP THE HEALTH WEDGES, BANANA, AND CHROME POWER-UP IN THE SIDE CHESTS.

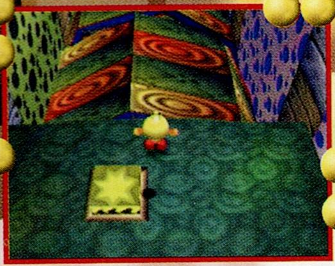
The Funhouse Stage



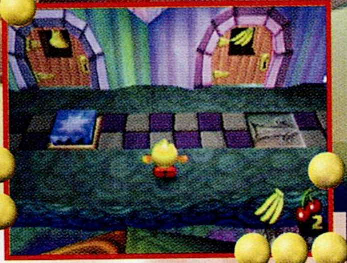
WELL, NOW YOU SEE THE NEXT CHECKPOINT. YOU KNOW WHAT TO DO HERE.



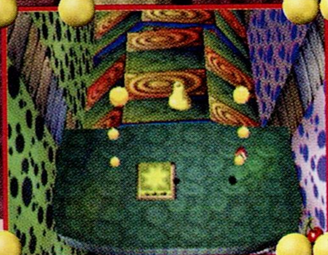
NOW RIDE THIS HELIVATOR TO THE NEXT LEVEL.



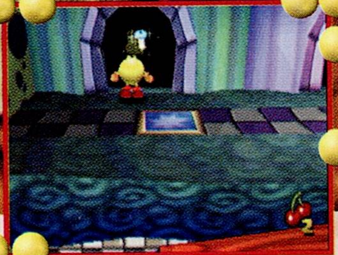
LOOKS LIKE YOU MUST GO ACROSS THE TOP THIS TIME. GET TO IT.



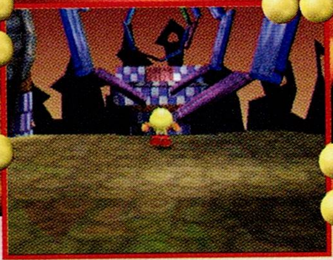
HERE YOU SEE THE VIEW FROM THE OTHER SIDE. USE THE BANANA TO OPEN THE DOOR ON THE RIGHT AND COLLECT THE LETTER "N." YOU NEED A BELL TO OPEN THE LEFT DOOR. YOU CAN GET ONE SOON IF YOU PRESS THAT BLUE SWITCH.



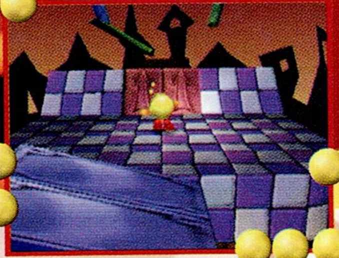
THE BLUE SWITCH WILL REVEAL THIS MAGIC PAC-DOT CHAIN ON THE OPPOSITE SIDE. THIS CHAIN JUST HAPPENS TO CONTAIN THE BELL YOU SEEK. WORK YOUR WAY BACK OVER THERE AND GRAB IT.



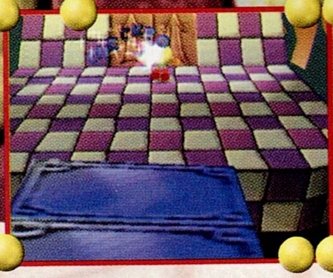
HEY, A KEY! THAT WILL DEFINITELY COME IN HANDY LATER.



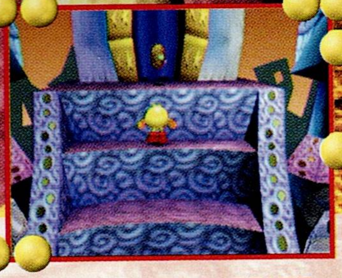
OBSERVE THIS AREA CAREFULLY BEFORE PROCEEDING. YOU MUST TIME YOUR JUMP SO YOU WON'T RUN OUT OF BOARDS TO STAND ON AS YOU NEAR THE OTHER PLATFORM. TRY WAITING A FULL CYCLE BEFORE JUMPING ONTO THE FIRST BOARD.



DON'T USE THIS RAMP UNTIL THE MOMENT THE FIRST BOARD COMES INTO VIEW. OTHERWISE, YOU'LL FIND NO PLACE TO LAND.



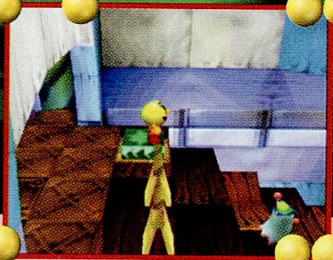
YOU'LL FIND THIS LAST CHECKPOINT JUST BEFORE ONE MORE RAMP. USE YOUR INSTINCTS AND TIME IT CAREFULLY. USING THE RAMP TOO SOON WILL MEAN SUICIDE.



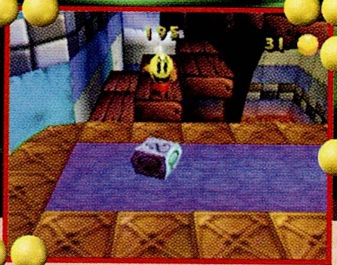
CLIMB UP THESE STEPS ON THE NEXT PLATFORM TO REACH THE LEVEL COMPLETE TOKEN. GREAT JOB!

Spin Dizzy

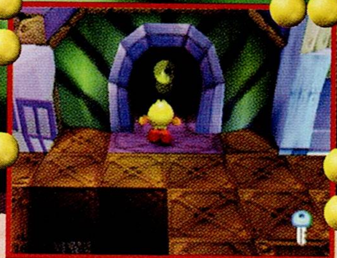
Looking for a gruesome level? Try Spin Dizzy. You'll face some difficult jumps with very few checkpoints. However you'll find one of your friends trapped here, and only you can save the day. Pac-Man would never walk away at a time like this.



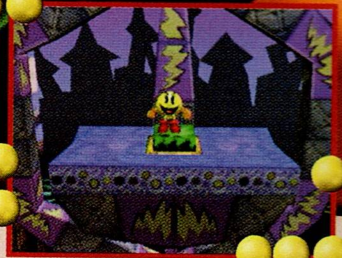
ACTIVATE THIS SWITCH TO FILL THE STAIRS WITH PAC-DOTS. BUT USE CAUTION AS YOU COLLECT THEM BECAUSE SOME OF THE STAIRS WILL FALL OUT FROM UNDER YOU.



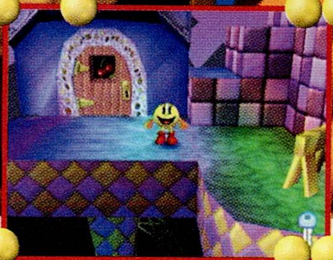
THIS CHEST CONTAINS THE LEMON FOR THAT FRUIT DOOR NEAR THE STARTING POINT. HEAD BACK UP THERE AND SEE WHAT YOU FIND.



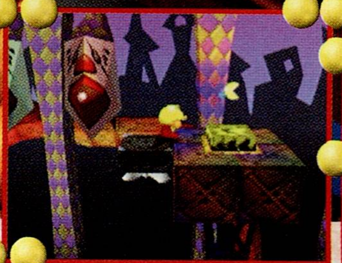
HMM, JUST AN EXTRA LIFE HUH?



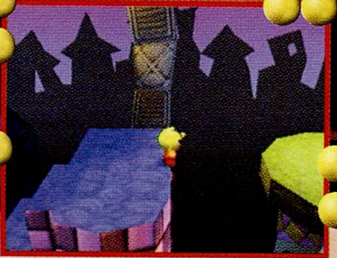
THIS SWITCH STARTS THE CARNIVAL RIDE WANNA-BE. RIDE ALONG THE SWINGING PLATFORMS, AND YOU'LL NOTICE A COUPLE OF BALLOONS ON EITHER SIDE. YOU CAN JUMP ON THOSE BALLOONS TO REACH CHESTS CONTAINING AN EXTRA LIFE AND A HEALTH WEDGE. NEITHER PRIZE SEEMS WORTH THE EFFORT.



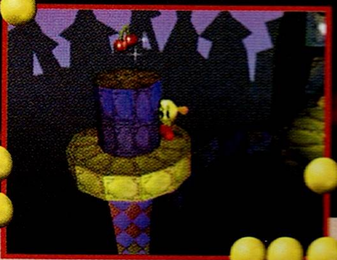
YOU CAN'T OPEN THAT FRUIT DOOR JUST YET, SO GO LEFT AND USE THE HELIVATOR TO SEE WHAT TURNS UP.



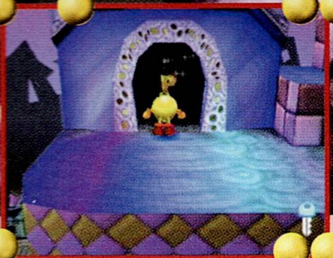
ACTIVATE THIS YELLOW SWITCH BELOW THE CHECKPOINT TO START SOME ACTION. TAKE THE HELIVATOR BACK TO THE OTHER SIDE, AND WATCH OUT FOR THE STEAM.



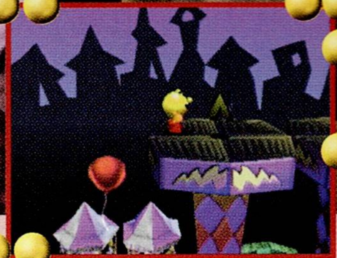
YOU NEED TO JUMP TO THAT SPINNING YELLOW PLATFORM ON TOP OF THE CLOWN HEAD. A SERIES OF SIMILAR JUMPS FOLLOWS.



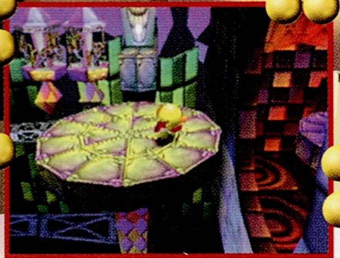
WELL, YOU CAN SEE THE CHERRY. GRAB IT, THEN EITHER GO BACK ALONG THE TOPS OF THE CLOWN HEADS OR DIE SO YOU CAN REAPPEAR AT THE LAST CHECKPOINT.



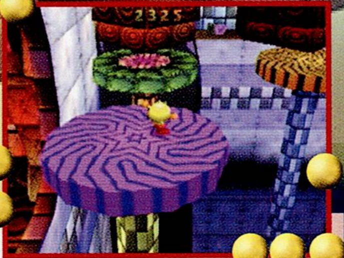
GRAB THE LETTER "P" AND MOVE ON. BACK TO THE CLOWN HEADS AGAIN.



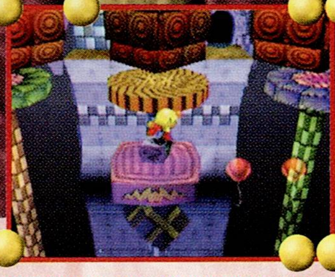
PROCEED ALONG THE BALLOONS TO REACH THE LETTER "A." DON'T STAY ON THE BALLOONS TOO LONG, OR THEY'LL POP!



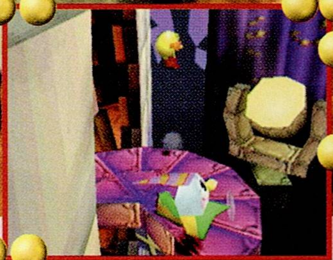
NOW YOU MUST GO THROUGH THAT DOORWAY ON THE RIGHT. ONCE YOU MAKE IT, YOU'LL FACE SEVERAL MORE SPINNING PLATFORMS.



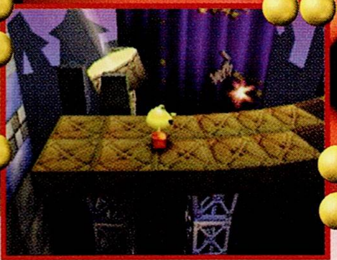
ONCE YOU REACH THIS PLATFORM, JUMP TO THE ONE JUST BEHIND IT, THEN OVER TO THE CHEST ON THE LEDGE. YOU'LL FIND AN PEACH INSIDE. JUMP OVER TO THE NEXT PLATFORM ON THE RIGHT, THEN ONTO THE NEXT LEDGE. YOU'LL FIND THE PEACH FRUIT DOOR HERE. THE SWITCH INSIDE REVEALS A MAGIC PAC-DOT CHAIN.



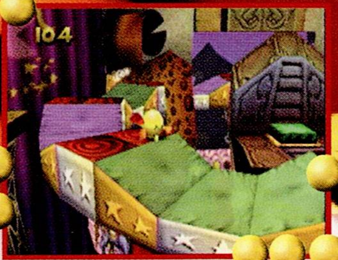
THE CHAIN TAKES YOU OVER TO THIS PLATFORM. INSIDE THE CHEST YOU'LL FIND THE LETTER "C." NOW USE THOSE BALLOONS ON THE RIGHT TO REACH ANOTHER SPINNING PLATFORM.



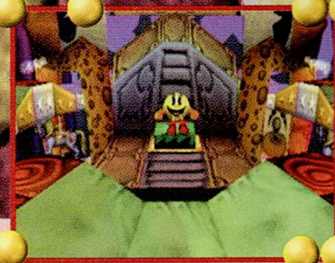
TAKE CARE WHEN YOU GET THIS FAR. SINCE YOU'VE PASSED NO CHECKPOINTS IN A LONG WHILE, DON'T TAKE RISKS. YOU'LL FIND A CHECKPOINT ON THE NEXT PLATFORM, BUT I SUGGEST YOU LEAVE THAT ENEMY ALONE UNTIL YOU REACH IT.



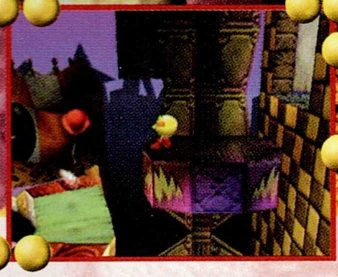
WHEN YOU REACH THE NEXT CHECKPOINT, GO DOWN THIS PATHWAY. TAKE CARE AS YOU PROCEED AND WATCH FOR CANNONBALLS. ALSO, THOSE DARKER BLOCKS ALONG THE PATH WILL FALL OUT AFTER YOU STEP ON THEM.



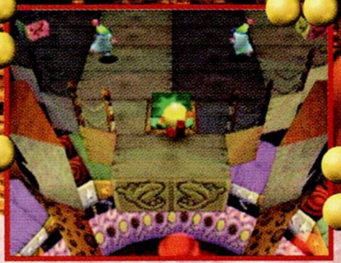
AVOID THOSE SQUARES THAT CAUSE DAMAGE BY JUMPING OVER THEM AS YOU PROCEED TO THE RIGHT. THE JUMP SEEMS TRICKY AT FIRST, BUT YOU'LL GET THE HANG OF IT.



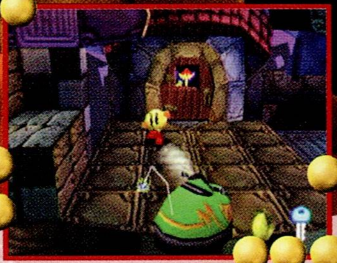
ACTIVATING THIS SWITCH IN THE CENTER OF THE PANEL REVERSES ITS DIRECTION. NOW YOU CAN RIDE IT OVER TO THE MOVING PLATFORM ON THE RIGHT.



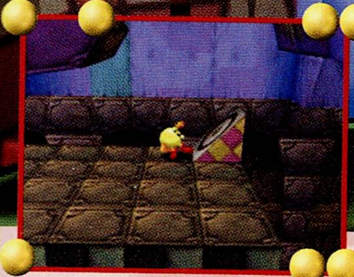
JUMP ALONG A SERIES OF BALLOONS TO THE LEFT. START WITH THIS ONE.



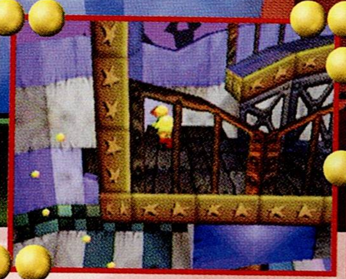
THE BALLOONS LEAD YOU TO THIS PLATFORM. THE CHEST ON THE LEFT CONTAINS A POWER PELLET, THE ONE ON THE RIGHT A HEALTH WEDGE. THE GREEN SWITCH REVEALS A FIELD OF PAC-DOTS. AFTER YOU COLLECT EVERYTHING, TAKE THE BALLOONS BACK THE WAY YOU CAME.



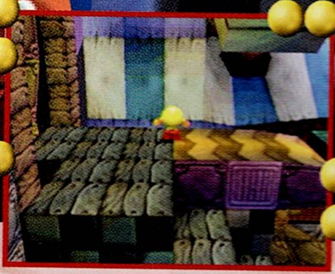
TAKE CARE OF THAT BUMPER CAR, THEN HEAD OFF TO THE RIGHT SINCE YOU CAN'T ENTER THE GALAXIAN DOOR YET.



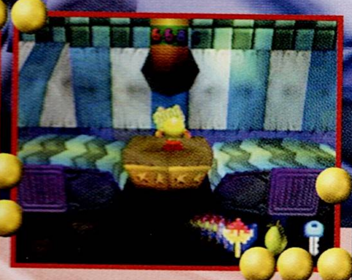
THIS B-DOING MARKS THE BEGINNING OF A SERIES OF B-DOINGS YOU WILL USE TO REACH A HIGHER LEVEL.



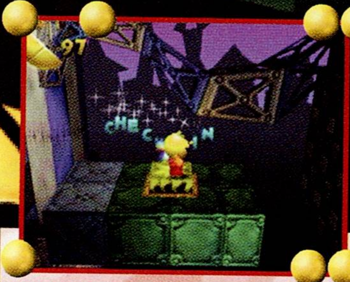
LOOK CLOSELY AND YOU'LL SEE A MAGIC PAC-DOT CHAIN NEXT TO PAC-MAN. A BLUE SWITCH ON THE RIGHT WILL REVEAL THIS CHAIN AS WELL AS ACTIVATE SOME OTHER EQUIPMENT NEARBY. TAKE THE CHAIN BACK DOWN TO THE FIRST B-DOING TO FIND OUT THE CAUSE OF ALL THIS NOISE!



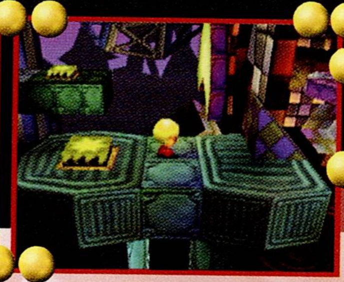
NOW YOU SEE THE REASON FOR ALL THE COMMOTION. YOU CAN ONLY GO ONE WAY. YOU MUST PROCEED AGAINST THE CONVEYOR BELT. OH, AND TRY TO AVOID THAT LARGE HAMMER.



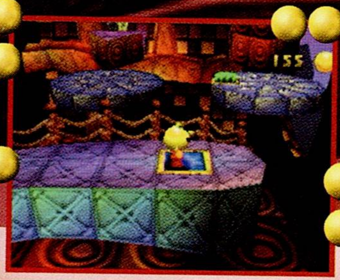
HERE YOU FIND THE GALAXIAN. IT WAITED IN A CHEST WAY DOWN HERE ALL THIS TIME!



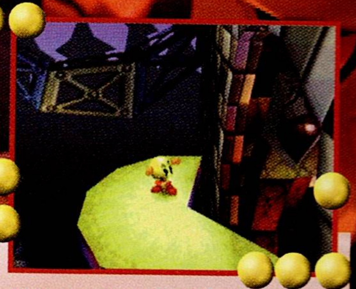
WHAT A WELCOME SIGHT! ACTIVATE THE SWITCH TO CALL OVER A HELIVATOR.



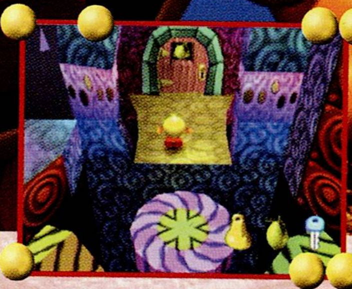
THE HELIVATOR WON'T TAKE YOU FAR. USE THE B-DOING ON THE RIGHT TO REACH A PLATFORM WITH ANOTHER B-DOING. YOU MUST CONTINUE THIS UNTIL YOU REACH AN AREA WITH A BUMPER CAR.



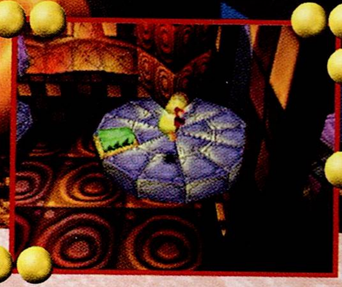
KEEP MOVING TO THE RIGHT ONCE YOU GET RID OF THAT NASTY BUMPER CAR. ACTIVATE THIS BLUE SWITCH. IT WILL CAUSE THOSE PLATFORMS IN THE BACK TO START SPINNING. THEN RETURN TO THE CHECKPOINT.



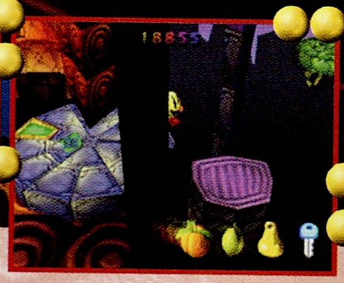
JUMP TO THIS PLATFORM FROM THE CHECKPOINT. NOW YOU NEED TO JUMP ACROSS MANY MORE PLATFORMS.



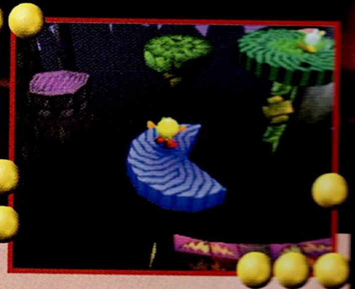
ALONG THE WAY, YOU WILL PASS THIS LEMON FRUIT DOOR. TOO BAD YOU USED THE LAST LEMON FRUIT TO GET ONE LOUSY LIFE! ACTUALLY, THE LEMON YOU NEED WAITS ONLY A FEW PLATFORMS AWAY IN A CHEST. GRAB IT, THEN RETURN HERE TO RETRIEVE THE LETTER "M."



ACTIVATE THIS SWITCH ON THE PLATFORM, THEN GRAB THE PEACH THAT APPEARS.

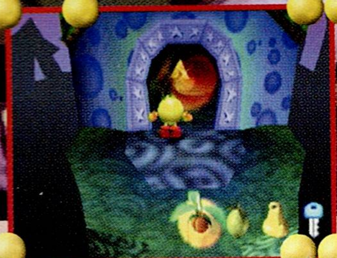


NOW QUICKLY JUMP TO THIS SWING-ARM, THEN OFF ONTO THE SPINNING BLUE PLATFORM.

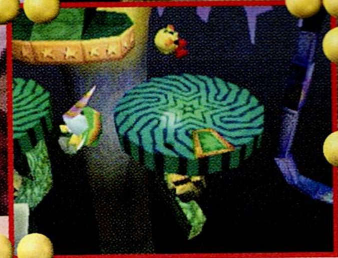


FROM HERE YOU MUST JUMP TWICE MORE TO THE RIGHT UNTIL YOU REACH A RAMP.

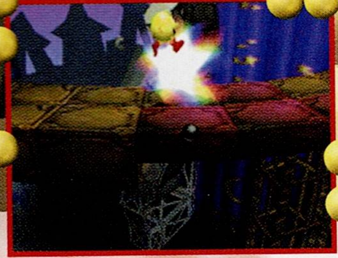
The Funhouse Stage



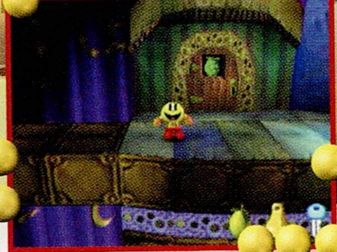
THE RAMP LEADS YOU TO THIS PEACH FRUIT DOOR. INSIDE YOU'LL FIND THE LETTER "A."



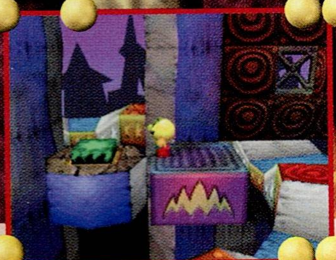
ACTIVATE THE GREEN SWITCH ON THIS PLATFORM AND ANOTHER SWING-ARM WILL APPROACH. JUMP TO THE SWING-ARM AND FOLLOW IT TO ANOTHER SERIES OF SPINNING PLATFORMS.



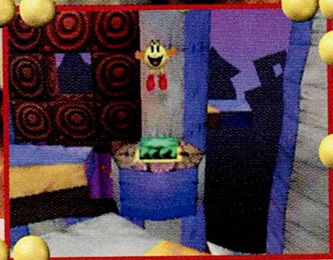
YES! THE NEXT CHECKPOINT! MOVE TO THE RIGHT, DODGING CANNONBALLS ALONG THE WAY.



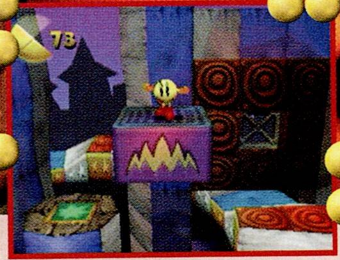
YOU'LL ENCOUNTER ANOTHER CHECKPOINT IN FRONT OF THIS MELON FRUIT DOOR. WE DON'T HAVE A MELON YET, SO KEEP GOING.



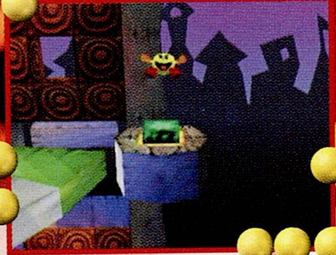
THIS GREEN SWITCH ACTIVATES A MOVING PLATFORM TO THE RIGHT. RIDE THE PLATFORM TO SEE WHERE IT GOES.



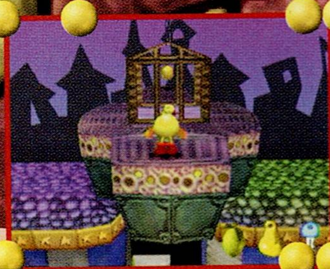
THE MELON HOVERS OVER THIS GREEN SWITCH. TRY TO GRAB THE MELON AS YOU ACTIVATE IT. YOU ONLY GET ONE CHANCE AT THIS, SO MAKE IT COUNT. THE SWITCH REVEALS A MAGIC PAC-DOT CHAIN. RIDE IT OUT TO RETURN EASILY TO THE LOWER LEVEL.



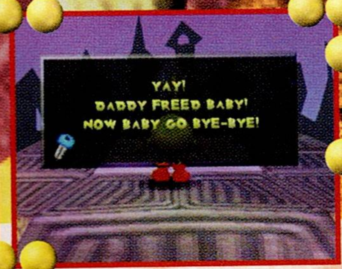
GRAB THE LETTER "N" FROM THE MELON FRUIT DOOR, THEN RETURN TO THE TOP TO RIDE THIS PLATFORM TO THE NEXT LEVEL.



THIS SWITCH ON THE RIGHT WILL LOWER ANOTHER PLATFORM IN THE CENTER. RIDE THE CENTER PLATFORM UP ONE LEVEL.

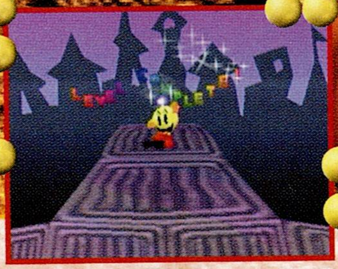


FINALLY, YOU FIND THE CAGE. OH, AND IT LOOKS LIKE YOU FIND THE LEVEL COMPLETE TOKEN AS WELL.



YAY!
DADDY FREED BABY!
NOW BABY GO BYE-BYE!

THE TOUCHING REUNION OF FATHER AND CHILD.



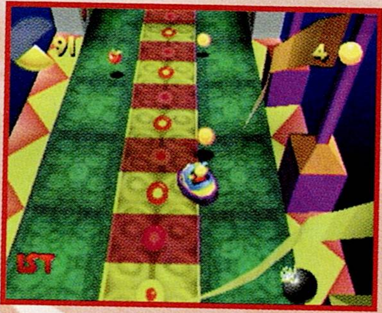
AFTER SAVING BABY-PAC YOU CAN GRAB THE LEVEL COMPLETE TOKEN AND GO ON YOUR WAY. WHEW!

Clown Prix

You should find Clown Prix one of the more fun boss levels in this game.

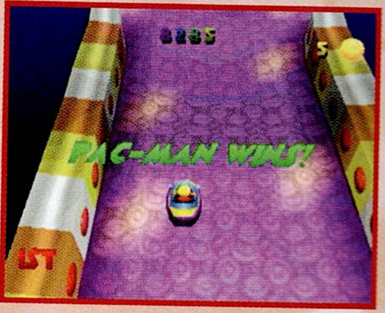
The situation: Pac-Man races against clowns along a windy fun house track. You must guide Pac-Man to first place in order to beat the level.

Don't sweat the controls. Simply steer in the direction you want to go. If you're facing forward, and want to go forward, press up. When you face a different direction, press in that direction to go forward. To brake, hit either ■ or ×.



THESE POWER PELLETS ALONG THE TRACK CAN GIVE PAC-MAN A TURBO BOOST.

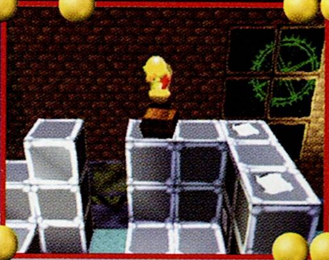
Along the track you'll encounter fruits, bombs, and Power Pellets. Obviously, you should avoid the bombs. The fruits will boost your score but serve no real purpose on this level. However, the pellets will give Pac-Man a turbo boost if you press ●.



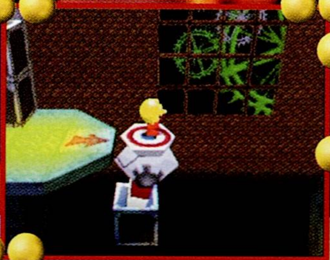
THE LEVEL ENDS WHEN PAC-MAN RECEIVES FIRST PLACE.

Perilous Pipes

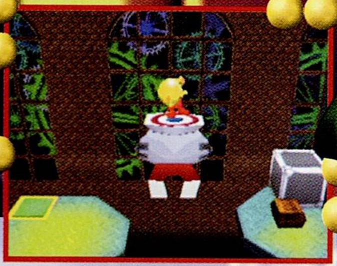
Well, now you face the first level of a new stage again. Know what that means? It means you get a break. What great news! After the stress caused by those last two levels, you need some relief.



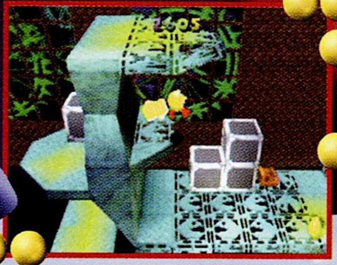
GRAB THE FIRST CHEST IN FRONT OF YOU WHEN THE LEVEL BEGINS, THEN CLIMB THE CRATES AROUND YOU TO REACH THIS ONE. FOR YOUR EFFORTS, YOU'LL RECEIVE PAC-DOTS AND A HEALTH WEDGE.



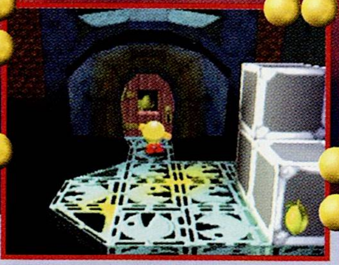
WHEN ATTACKING THE SPARKIE, PAY ATTENTION TO HIS POSITION. IF HE STANDS UP, USE A REV ROLL. IF HE BENDS OVER, DO A BUTT-BOUNCE. THEN JUMP ON THIS MAGNETIC MOVER.



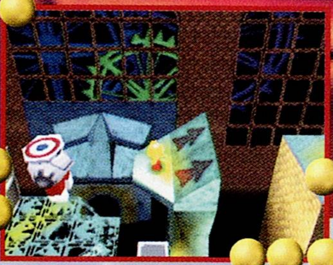
JUMP ONTO THIS NEXT MAGNETIC MOVER AFTER ACTIVATING THE GREEN SWITCH AND USING THE MAGIC PAC-DOT CHAIN THAT APPEARS. THIS MOVER WILL TAKE YOU UP AND DOWN BETWEEN THREE PLATFORMS. ON EACH PLATFORM YOU WILL FIND A CHEST. INSIDE THEM WAIT AN EXTRA LIFE, PAC-DOTS, AND A HEALTH WEDGE.



THIS CHEST CONTAINS A LEMON. YOU'LL NEED IT IN A FEW SECONDS.

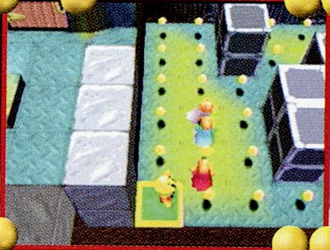


JUMP OFF THE RIGHT EDGE AND WORK YOUR WAY DOWN TO THIS FRUIT DOOR. INSIDE YOU'LL FIND THE LETTER "P."

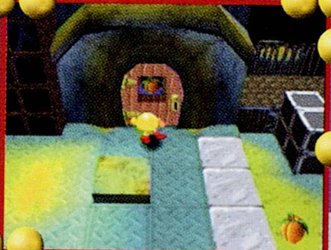


USE THE MAGNETIC MOVER TO REACH THIS RAMP. USE THE RAMP TO REACH THE CHECKPOINT AND FRUIT DOOR ON THE NEXT PLATFORM.

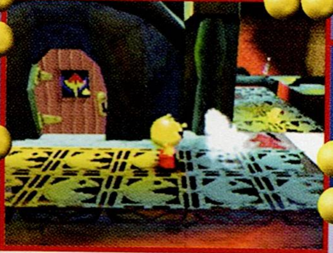
WORLD



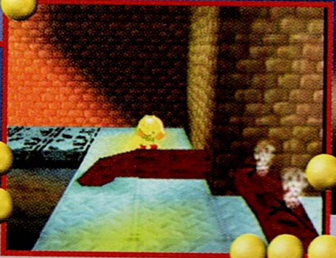
THE GREEN SWITCH REVEALS THIS PAC-DOT FIELD. MOP UP THE AREA AND MAKE SURE YOU GRAB THE PEACH ON TOP OF THE CRATES.



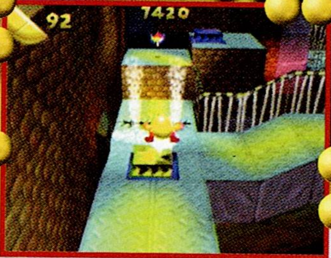
OPEN THIS FRUIT DOOR WITH THE PEACH YOU COLLECTED. ACTIVATE THE SWITCH INSIDE, THEN RIDE THE HELIVATOR DOWN TO REACH THE LETTER "A."



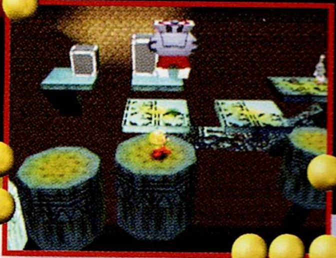
MOVE CAREFULLY THROUGH THIS NEXT AREA. YOU'LL ENCOUNTER STEAM BLASTING AT YOU FROM ALL OVER.



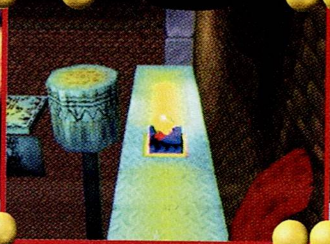
AVOID THESE DANGEROUS GLOWING PIPES.



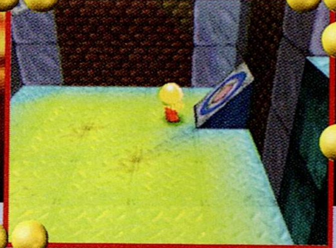
THIS YELLOW SWITCH DEACTIVATES THE STEAM AHEAD OF YOU AND ALLOWS YOU TO GRAB THE GALAXIAN. HEAD BACK TO THE GALAXIAN DOOR YOU PASSED EARLIER BEFORE YOU CONTINUE.



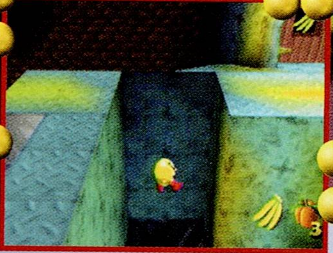
HOP OVER THESE PLATFORMS TO REACH THE NEXT PART OF THE LEVEL. JUMP ONTO THE MAGNETIC MOVER (USING THE TALLER CRATE) TO COLLECT THAT EXTRA LIFE.



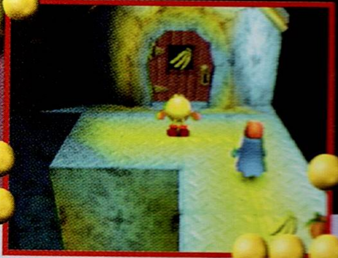
THIS SWITCH REVEALS A FIELD OF PAC-DOTS. IT WILL ALSO REVEAL THE LETTER "C" HOVERING IN THE AIR. YOU CAN GRAB IT THE SAME WAY YOU GOT THAT EXTRA LIFE. COLLECT EVERYTHING YOU CAN, THEN MOVE ON.



USE THE B-DOINGS IN THIS AREA TO REACH AN UPPER WALKWAY. ACTIVATE THE BLUE SWITCH, THEN COLLECT THIS CHROME POWER-UP BEFORE LEAPING INTO THE WATER.



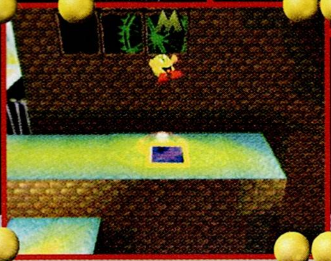
DESTROY THE THREE UNDERWATER TREASURE CHESTS. INSIDE, YOU'LL FIND A HEALTH WEDGE, AN EXTRA LIFE, AND THE BANANA FOR THAT DOOR UP TOP.



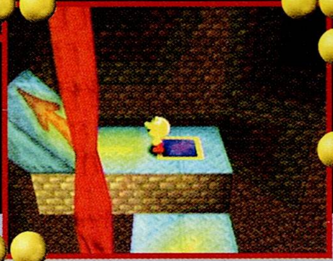
RETURN TO THE SURFACE ONCE YOU COLLECT THE BANANA. USE IT TO OPEN THIS DOOR. INSIDE YOU'LL FIND A GREEN SWITCH.

Gui

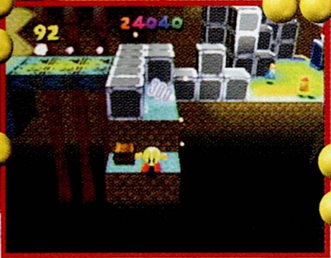
The Factory Stage



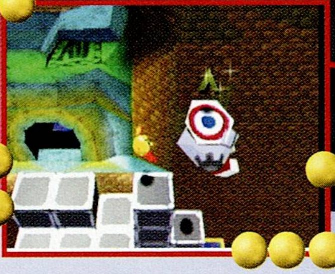
THIS BLUE SWITCH REVEALS THE LETTER "M" ABOVE. BUT HOW DO YOU REACH IT?



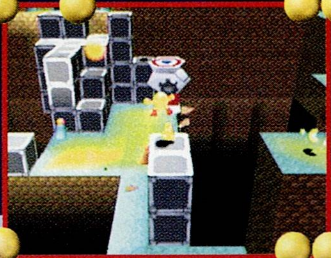
ACTIVATE THIS BLUE SWITCH JUST PAST THE CHECKPOINT, THEN REV ROLL OFF THAT RAMP TO THE LEFT. THE MAGIC PAC-DOT CHAIN WILL LEAD YOU RIGHT TO THE LETTER "M."



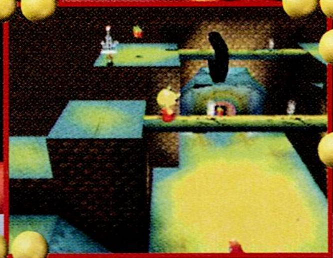
GRAB THE LEMON FROM THIS CHEST, THEN GO TO THE NEXT AREA. IF YOU CLIMB UP THE CRATES, YOU'LL FIND A FRUIT DOOR WAITING FOR THAT LEMON. INSIDE YOU'LL FIND A BLUE SWITCH. ACTIVATE IT. NOW RETURN TO THE BOTTOM LEVEL AND ACTIVATE THE OTHER BLUE SWITCH TUCKED IN THE CORNER.



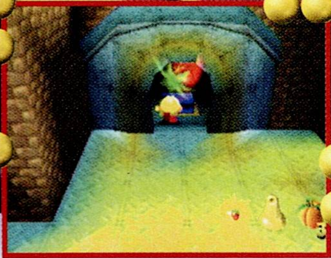
CLIMB UP THE CRATES AGAIN AND LURE THE MAGNETIC MOVER OVER. WHEN IT ATTEMPTS TO SMASH YOU, JUMP ON TOP OF IT. THEN YOU CAN RIDE IT OVER TO COLLECT THE LETTER "A."



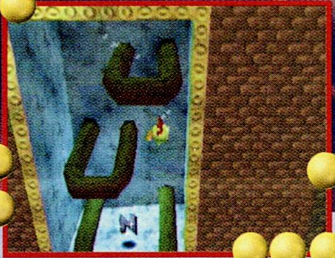
THIS CHEST CONTAINS A BELL. GRAB IT, THEN HEAD FOR THAT CHECKPOINT ON THE RIGHT.



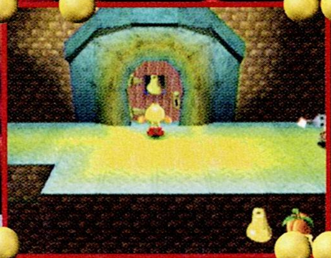
WALK ALONG THE TOP OF THESE PIPES TO REACH THAT STRAWBERRY IN BACK. YOU'LL NEED THE STRAWBERRY TO OPEN THE FRUIT DOOR ON THE LOWER LEVEL. WATCH FOR STEAM COMING OUT OF THE PIPES AS YOU CROSS!



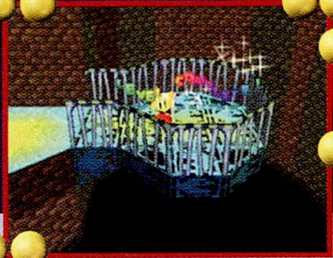
OPEN THE STRAWBERRY FRUIT DOOR AND ACTIVATE THE SWITCH INSIDE. IT WILL BLOW A HOLE IN THE WALL TO THE RIGHT.



GO THROUGH THAT OPENING AND DIVE INTO THE WATER TO COLLECT THE LETTER "N."



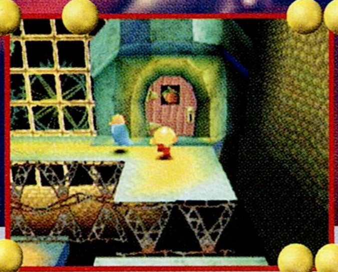
OPEN THIS BELL FRUIT DOOR AND ACTIVATE THE SWITCH. THE SWITCH REVEALS AN EXTRA LIFE JUST OUTSIDE THE DOOR. COLLECT THE LIFE, THEN HEAD TO THE RIGHT.



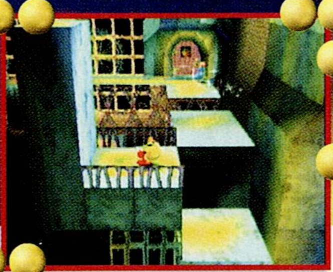
WELL, HERE YOU FIND THE LEVEL COMPLETE TOKEN. ANOTHER GREAT LEVEL!

Under Pressure

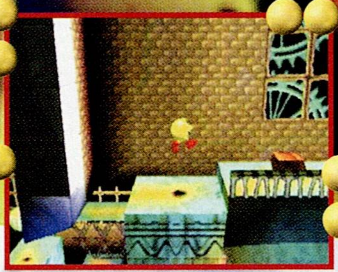
This level doesn't differ much from Perilous Pipes. You'll encounter more of the same stuff here, nothing too difficult.



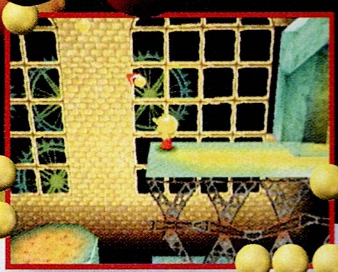
JUMP OVER THE MOVING PLATFORMS UNTIL YOU REACH THIS DOOR. YOU CAN'T OPEN THE PEACH FRUIT DOOR, BUT YOU'LL FIND THE PEACH SOON. FOR NOW, HEAD DOWN THE PATH IN FRONT OF THE DOOR TO THE CHECKPOINT.



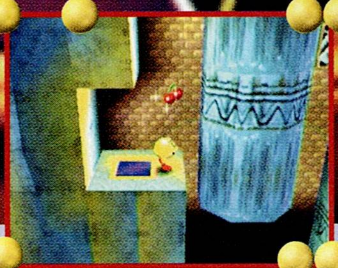
ACTIVATE THIS YELLOW SWITCH, THEN RIDE THE MOVING PLATFORM DOWN SO YOU CAN ACTIVATE ANOTHER ONE. THERE IS AN EXTRA LIFE ON THE PLATFORM IN THE TOP LEFT CORNER.



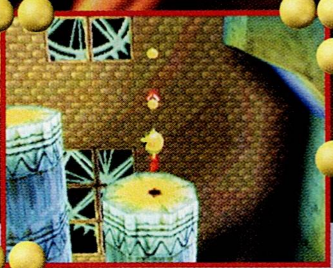
NOW RIDE THE PLATFORM UP TO THIS LEVEL. YOU'LL FIND THE PEACH FOR THE FRUIT DOOR INSIDE THIS CHEST.



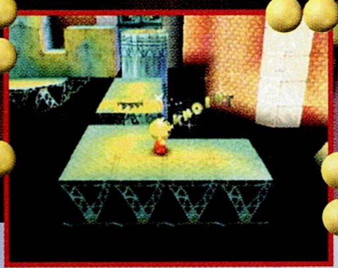
OPEN THE FRUIT DOOR AND ACTIVATE THE BLUE SWITCH INSIDE. THE SWITCH REVEALS THIS MAGIC PAC-DOT CHAIN. RIDE THE CHAIN OUT, THEN RETURN TO WHERE YOU FOUND THE PEACH SO YOU CAN CONTINUE.



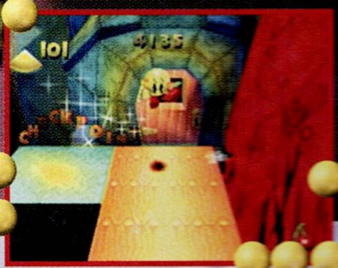
ACTIVATE THIS SWITCH TO REVEAL THE CHERRY ON THE RIGHT.



NEXT, TAKE A RIDE ON THIS MAGIC PAC-DOT CHAIN. IT WILL DROP YOU OFF NEAR THE LETTER "P."

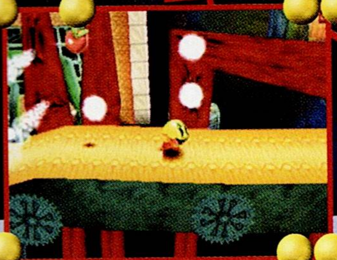


ACTIVATE THE YELLOW SWITCH IN THE BACKGROUND BEFORE MOVING TO THIS CHECKPOINT. PROCEED ALONG THE CONVEYOR TO THE RIGHT. AVOID THE STEAM!

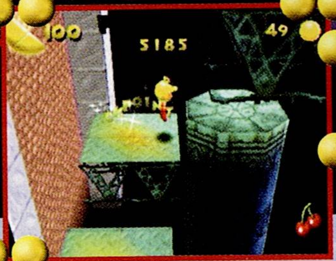


YOU CAN'T DO ANYTHING WITH THAT APPLE FRUIT DOOR JUST YET. KEEP RIDING THOSE CONVEYOR BELTS AHEAD.

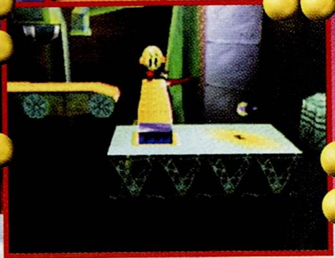
The Factory Stage



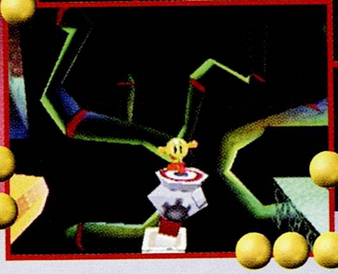
HERE YOU FIND THAT PESKY APPLE! GRAB IT, THEN HEAD FOR THE DOOR. INSIDE YOU'LL FIND A GREEN SWITCH THAT DROPS PAC-DOTS AND THE LETTER "A" IN FRONT OF THE DOOR. HURRY TO GRAB THEM.



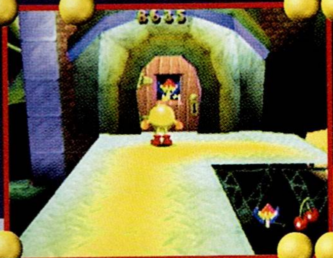
HEAD ACROSS THE MOVING PLATFORMS TO THE RIGHT OF THIS CHECKPOINT.



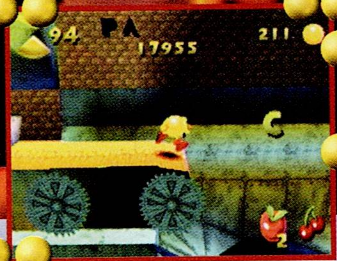
ACTIVATE THIS SWITCH, AND THE GREEN PIPE BEHIND YOU WILL DROP GOODIES ONTO THE CONVEYOR BELT.



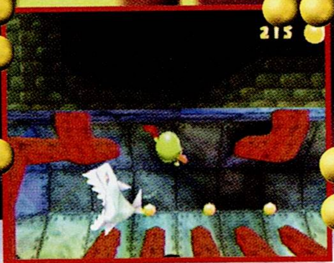
RIDE THIS MAGNETIC MOVER TO THE NEXT LANDING. IN ONE OF THE CHESTS THERE YOU'LL FIND A GALAXIAN.



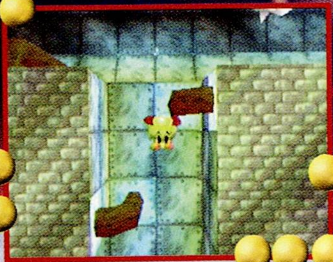
OPEN THE GALAXIAN DOOR AND BEGIN THE MAZE. AFTERWARD, HEAD TO THE RIGHT ACROSS THE NEXT CONVEYOR.



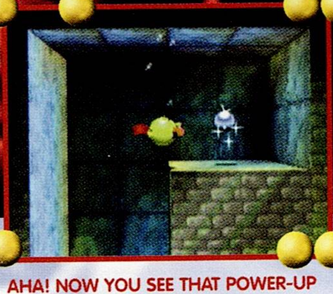
JUMP OUT AT THE END TO GRAB THE LETTER "C." FORTUNATELY, YOU'LL LAND IN THE WATER.



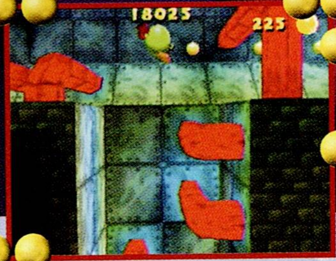
WATCH OUT FOR THE GLOWING PIPES WHILE YOU VENTURE UNDERWATER—THEY DO DAMAGE. ALSO KEEP AN EYE OUT FOR THOSE CHOMP-HAPPY SHARKIES. IF THEY COME NEARBY, YOU MUST AVOID THEM.



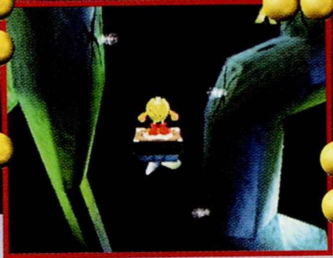
DIVE DOWN HERE TO FIND A TREASURE CHEST THAT CONTAINS AN EXTRA LIFE. UNFORTUNATELY, YOU'LL NEED A CHROME POWER-UP TO GET THAT CHEST OPEN.



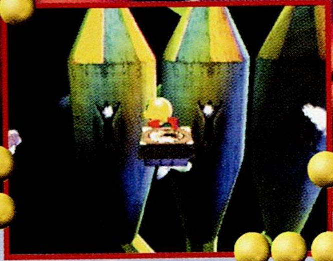
AHA! NOW YOU SEE THAT POWER-UP YOU NEED. GRAB IT, THEN GO GET THAT CHEST.



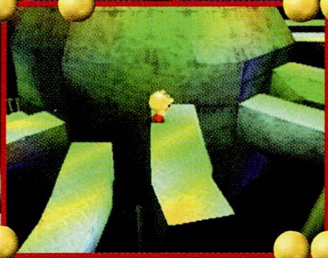
DIVE DOWN THIS TUNNEL TO FIND THE LETTER "M." A LOT OF GLOWING PIPES GUARD THE LETTER, SO WATCH YOURSELF.



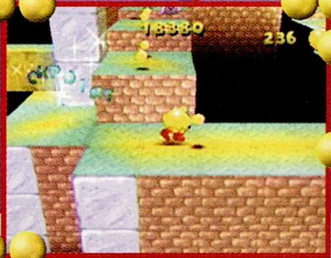
JUMP ON THIS HELIVATOR ONCE YOU LEAVE THE WATER AND RIDE IT TO A HIGHER LEVEL. WATCH OUT FOR THE STEAM DURING YOUR ASCENT. ON YOUR WAY UP COLLECT THE LETTER "A."



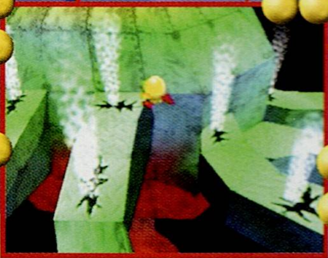
RIDE THIS HELIVATOR TO THE LEFT UNTIL YOU REACH ANOTHER ONE. RIDE THAT ONE UP TOWARD THE NEXT LEVEL.



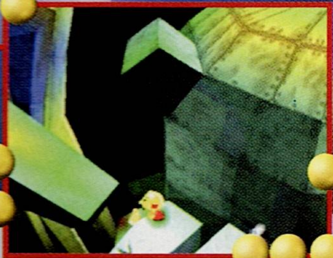
HERE, JUMP ACROSS A SERIES OF GREEN AND YELLOW LEDGES. TRY TO STOP EVERY SO OFTEN AND WAIT FOR THE CAMERA VIEW TO CATCH UP WITH YOU.



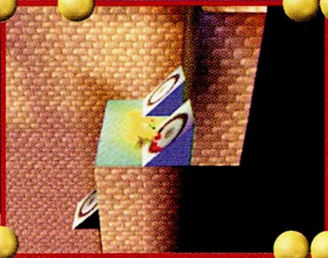
CLIMB UP THE SIDE LEDGE NEAR THIS CHECKPOINT. ACTIVATE THE BLUE SWITCH AT THE TOP, AND YOU'LL IMMEDIATELY NOTICE LARGE ROCKS FALLING FROM ABOVE. AVOID THEM AS BEST YOU CAN WHILE MANEUVERING TO GRAB THAT POWER PELLET FLOATING IN THE CENTER.



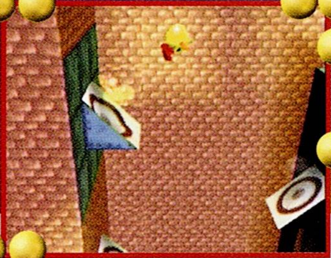
HEAD BACK ALONG THE LEDGES YOU TOOK TO REACH THIS PLACE. STEAM HAS STARTED TO VENT FROM THE LEDGE, SO WATCH YOUR STEP!



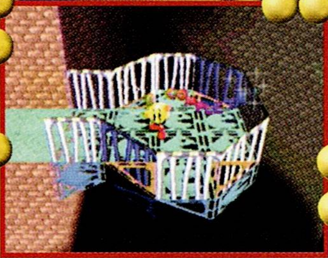
LOOK CAREFULLY TO THE LEFT OF PAC-MAN IN THIS SCREENSHOT. COLLECT THE BELL TUCKED IN THE CORNER. YOU'LL NEED IT SOON.



USE THIS B-DOING TO REACH THE BELL FRUIT DOOR. INSIDE YOU'LL FIND THE LETTER "N."



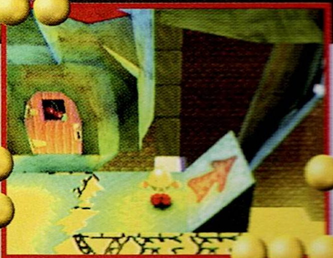
NOW USE THE OTHER B-DOING TO TAKE YOU UP HIGHER. WHEN YOU REACH THE LEDGE, HEAD TO THE RIGHT.



HEY! YOU'VE FOUND THE LEVEL COMPLETE TOKEN.

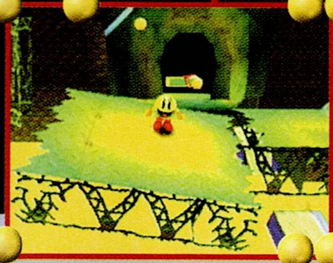
Down the Tubes

This level looks and feels much different than the first two in this stage. For starters, you'll spend more time underwater on this level.

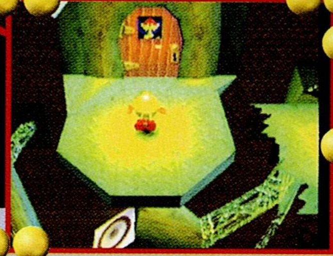


REV ROLL OFF THIS RAMP AND BUTT-BOUNCE ON THE B-DOING TO REACH AN UPPER LEDGE THAT CONTAINS A CHERRY.

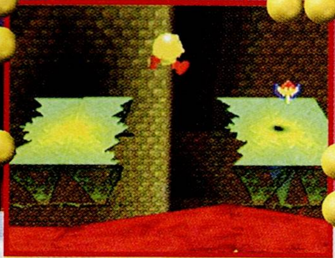
The Factory Stage



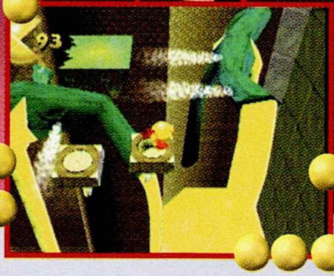
RETURN TO THE CHERRY FRUIT DOOR AND ACTIVATE THE SWITCH INSIDE TO REVEAL THIS MAGIC PAC-DOT CHAIN. RIDE THE CHAIN BACK TO THE LEVEL STARTING POINT TO COLLECT THE LETTER "P."



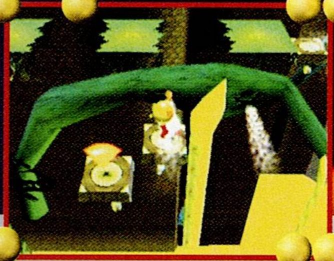
RETURN TO THE B-DOING AND TAKE IT BACK UP TO THE LEDGE WHERE YOU GOT THE CHERRY. IF YOU BUTT-BOUNCE OFF THE LEFT SIDE OF THE LEDGE, YOU CAN HIT ANOTHER B-DOING TO TAKE YOU UP TO THE TOP, WHERE YOU'LL FIND THIS GALAXIAN DOOR.



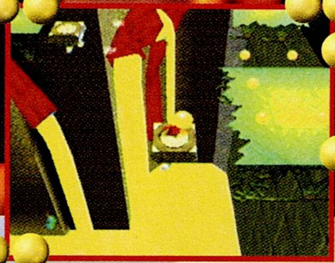
YOU'LL FIND THE GALAXIAN JUST PAST THE NEXT CHECKPOINT. HEAD BACK TO THE GALAXIAN DOOR AND COMPLETE THE MAZE.



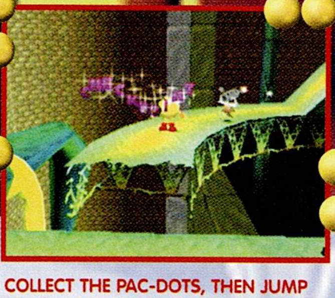
RETURN TO THE PATH WHERE YOU SAW THE LAST CHECKPOINT, THEN TAKE THIS HELIVATOR AT THE END. YOU'LL SWITCH TO ANOTHER ONE SOON, SO DON'T GET COMFY!



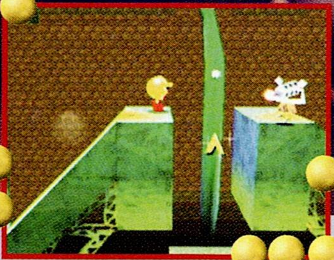
RIDE THE SECOND HELIVATOR TO THE LEFT. IT STOPS IN FRONT OF A THIRD HELIVATOR.



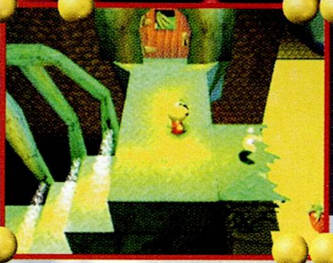
TAKE THE THIRD HELIVATOR TO THE RIGHT, WHERE YOU'LL FIND THIS PLATFORM FILLED WITH PAC-DOTS.



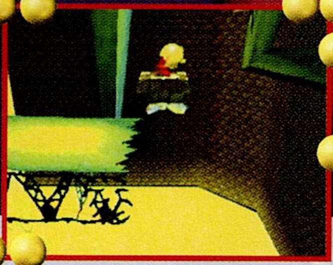
COLLECT THE PAC-DOTS, THEN JUMP OFF THE PLATFORM TO THIS CHECKPOINT.



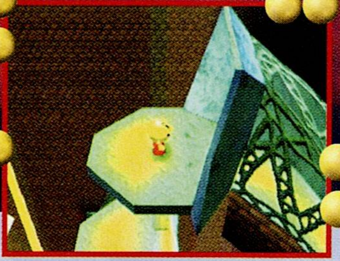
YOU'LL FIND THE LETTER "A" NESTLED BETWEEN THESE TWO RAMPS.



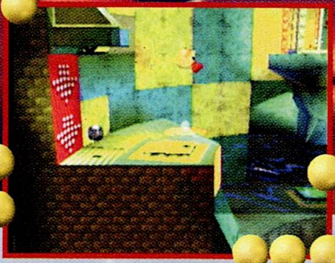
YOU STILL NEED A BANANA IF YOU WANT TO OPEN THIS DOOR. YOU CAN TRY AGAIN LATER. FOR NOW, GRAB THAT CHECKPOINT AND JUMP OVER TO THE NEXT PLATFORM.



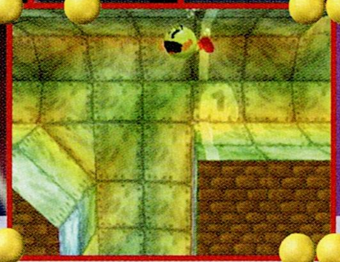
RIDE THIS HELIVATOR UP TO A HIGHER PATHWAY. USE THE B-DOINGS ON THE PLATFORM TO REACH A CHEST CONTAINING A BANANA.



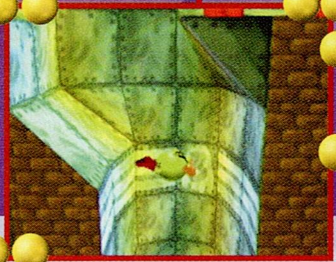
OPEN THE BANANA DOOR AND ACTIVATE THE SWITCH INSIDE, WHICH WILL GIVE YOU SOME PAC-DOTS. THEN RETURN TO THE TOP OF THE B-DOING PLATFORM JUMPS. HEAD DOWN HERE TO REACH THE NEXT AREA.



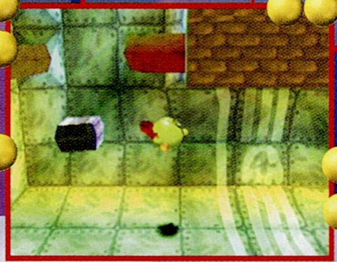
ACTIVATE THIS YELLOW SWITCH TO MAKE A CHROME POWER-UP APPEAR. USE THE POWER-UP TO ACTIVATE THE GREEN SWITCH UNDERWATER.



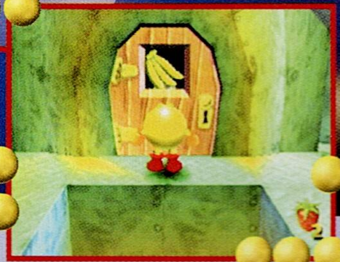
THINGS GET A LITTLE COMPLICATED UNDERWATER. TO KEEP TRACK OF IT ALL, WATCH FOR NUMBERS LIKE THESE ON THE TUNNEL WALLS. RIGHT NOW, WE'RE IN TUNNEL 1. YOU'LL FIND THE LETTER "C" AT THE END OF THIS TUNNEL.



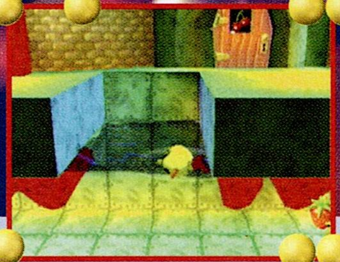
CONTINUE DEEP INTO THESE TUNNELS. HERE YOU PASS THROUGH TUNNEL 3.



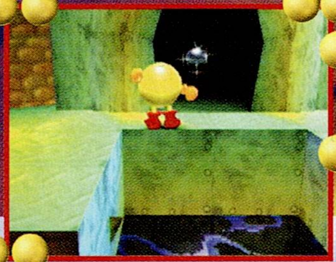
HERE YOU SEE TUNNEL 4. KEEP HEADING TO THE RIGHT FROM HERE. SOON YOU'LL FIND DRY LAND!



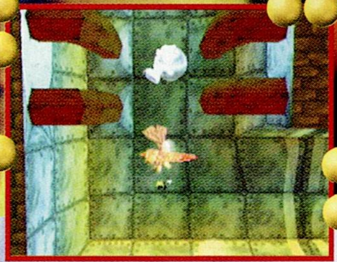
JUMP OUT OF THE WATER RIGHT IN FRONT OF THIS BANANA FRUIT DOOR. HEAD TO THE RIGHT AND YOU'LL PASS A PEACH FRUIT DOOR AND REACH A CHERRY FRUIT DOOR AS WELL.



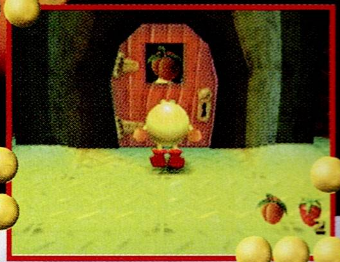
JUMP INTO THE WATER BY THIS CHERRY DOOR. YOU'LL FIND A CHERRY DOWN HERE IF YOU SWIM TO THE RIGHT. OPEN THE DOOR WITH THE CHERRY AND COLLECT A CHROME POWER-UP. RETURN TO THE WATER WITH THE POWER-UP AND GO LEFT. INSIDE THE CHESTS YOU'LL FIND A BANANA AND A HEALTH WEDGE. NOW RETURN TO THE BANANA DOOR.



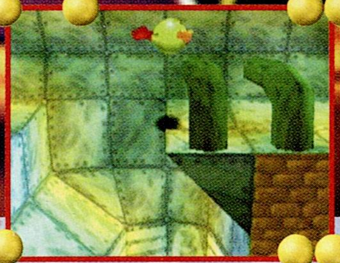
COLLECT THIS CHROME POWER-UP FROM BEHIND THE BANANA DOOR. JUMP DOWN INTO THE WATER BELOW THE DOOR AND SMASH THE FIRST CHEST. YOU'LL FIND AN PEACH INSIDE.



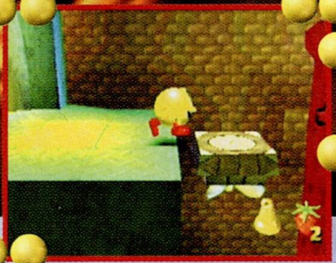
QUICKLY HEAD LEFT DOWN THE TUNNEL. IGNORE THE FIRST CHEST AND GO TO THE SECOND CHEST THAT CONTAINS THE LETTER "M."



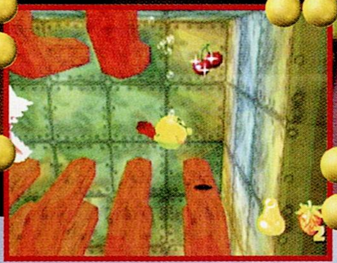
OPEN THIS DOOR WITH THE PEACH YOU GOT FROM THAT UNDERWATER CHEST. YOU'LL FIND A BELL INSIDE.



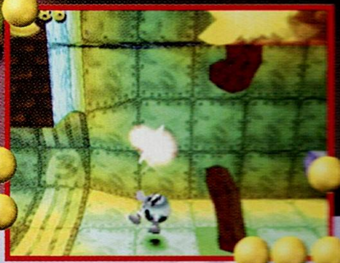
NOW RETURN TO TUNNEL 3 AND HEAD TO THE RIGHT. YOU'LL EMERGE FROM THE WATER NEAR A CHECKPOINT. MOVE TO THE RIGHT AND JUMP TO THE PLATFORM.



HOP ON THIS HELIVATOR AND SEE WHERE IT LEADS.

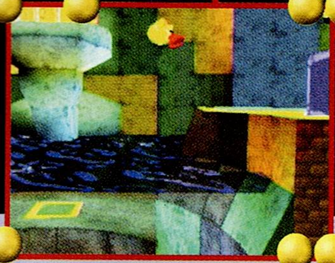


YOU'LL FIND THIS CHERRY IF YOU JUMP INTO THE WATER ADJACENT TO THE CHERRY FRUIT DOOR. INSIDE THE DOOR YOU'LL FIND A CHROME POWER-UP. USE IT TO COLLECT AN PEACH AND A HEALTH WEDGE FROM THE CHESTS UNDERWATER.

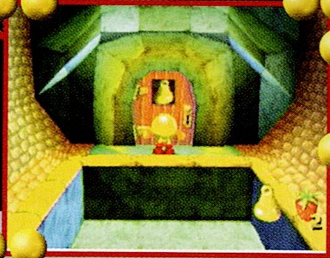


OPEN THE PEACH FRUIT DOOR AND USE THE CHROME POWER-UP TO COLLECT AN EXTRA LIFE AND THE LETTER "A" FROM THESE CHESTS IN THE WATER BELOW.

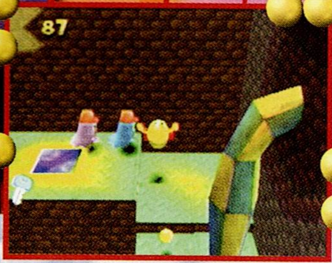
The Factory Stage



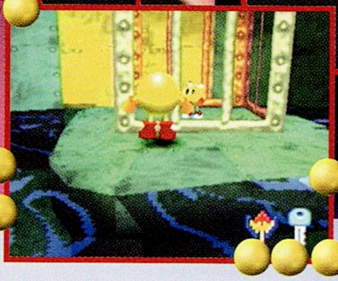
YOU SHOULD NOW RETURN TO THE ROOM WHERE YOU FIRST ENTERED THE WATER. EXIT THE WATER ON THIS SIDE, THEN GO THROUGH THE OPENING ON THE RIGHT.



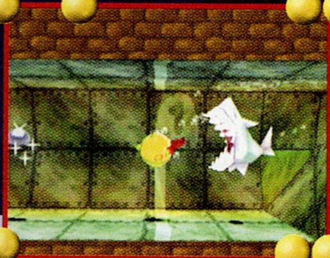
YOU'LL FIND THE BELL FRUIT DOOR ON THE OTHER SIDE. OPEN THE DOOR AND ENTER THE DOORWAY. IF YOU BLINDLY HEAD TO THE RIGHT YOU'LL END UP ON AN ENTIRELY NEW PATHWAY.



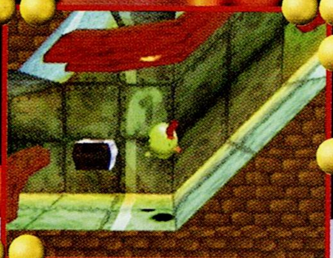
HIT THAT BLUE SWITCH TO REVEAL THE KEY TO PAC JUNIOR'S CAGE. RETURN TO THE ROOM WHERE YOU FIRST DOVE UNDER THE WATER, AND YOU'LL NOTICE THAT THE WATER LEVEL HAS RISEN DRAMATICALLY.



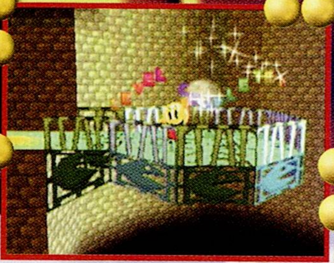
THANKS TO THE RISE IN THE WATER LEVEL, YOU CAN NOW REACH PAC JUNIOR IN HIS CAGE. AFTER YOU RESCUE JUNIOR. HE LEAVES YOU WITH A BIT OF ADVICE FOR EXITING THE LEVEL. REMEMBER THE GOOD ADVICE, BUT DON'T LEAVE JUST YET.



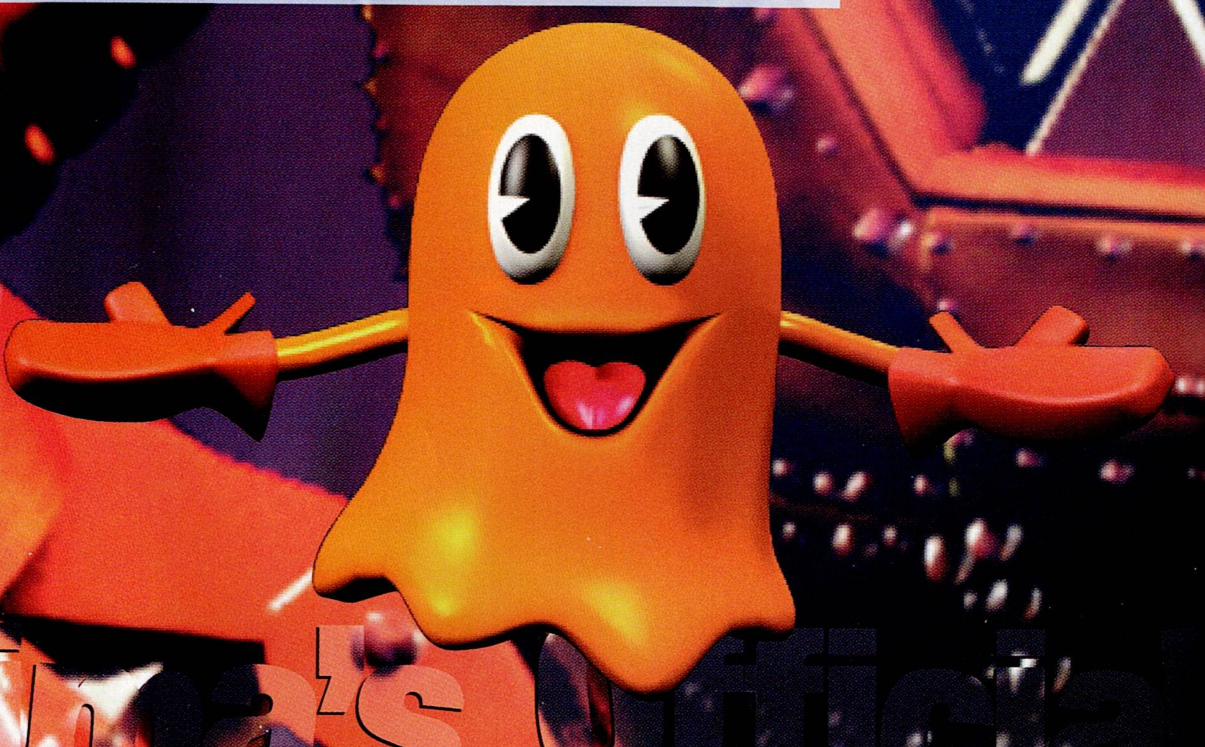
JUMP BACK INTO THE WATER AND HEAD FOR TUNNEL 1. YOU'LL FIND A CHEST ALONG THE WAY, BUT YOU CANNOT SMASH IT OPEN UNTIL YOU GET THIS CHROME POWER-UP.



RETURN TO THE CHEST AND COLLECT THE LETTER "N" INSIDE. NOW YOU CAN EXIT THE LEVEL.

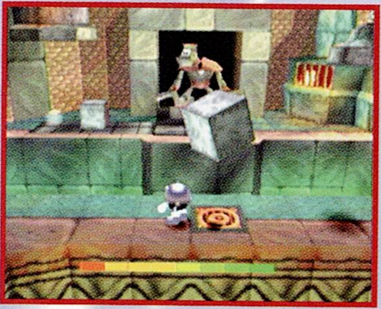


CONTINUE THROUGH TUNNEL 1 UNTIL YOU COME OUT OF THE WATER. HEAD TO THE RIGHT AND GRAB THE LEVEL COMPLETE TOKEN.

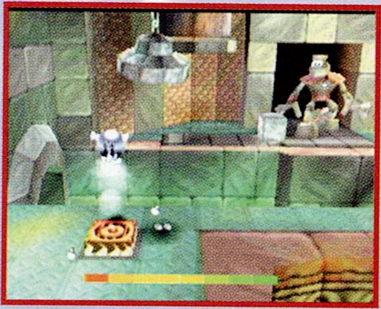


Krome Keeper

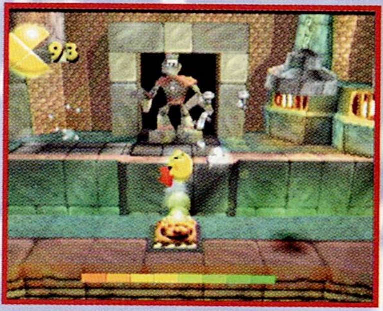
Talk about a tough one! Here you must defeat the Krome Keeper (the guy tossing Crates at you). Easier said than done. Bring plenty of patience with you when you play this level.



AVOID THE METAL CRATES UNLESS A CHROME POWER-UP PROTECTS YOU.

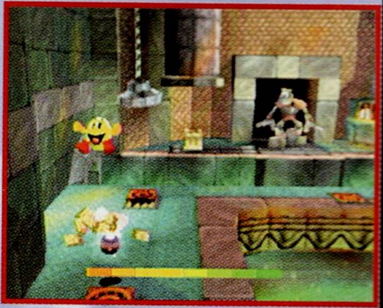


THE SWITCHES GIVE OFF STEAM. ONLY A CHROME POWER-UP CAN PROTECT YOU FROM THIS.



ACTIVATE THE CENTER SWITCH TO CAUSE DAMAGE TO KROME KEEPER.

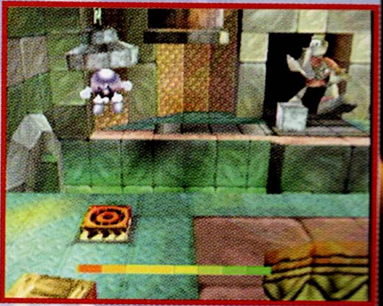
Check out this rundown: The Krome Keeper will toss two different types of Crates, metal and wood. Avoid the metal Crates as much as possible while at the same time smashing open the wooden Crates. Inside the wooden Crates you'll find either a Health Wedge or a Chrome Power-Up.



WOODEN CRATES WILL CONTAIN A CHROME POWER-UP, A HEALTH WEDGE, OR POSSIBLY AN EXTRA LIFE.

While you wander around avoiding and smashing Crates you will probably notice what appear to be switches on the ground. However, steam rises from them. This means that you cannot press them without losing at least one Health Wedge.

Also, you'll probably notice the magnetic platforms that circle above you. If you possess a Chrome Power-Up when one of these platforms passes above you, the magnet will pull you up and you will stick to the platform.



THE MAGNETIC PLATFORMS CIRCLING ABOVE YOU HOME IN ON CHROME POWER-UPS. TRY TO AVOID THEM IF POSSIBLE.

This sounds like a lot to worry about, and it is. To win, you must diminish Krome Keeper's health meter, the bar on the bottom that goes from red to green.

To lower that health meter you need to activate all the switches. Activate the ones on either side first, then the one in the center. You must do it this way because you can't press the center switch until you activate all the other switches. That center switch will do damage to Krome Keeper. Because the switches release steam, try to activate them while you wear a Chrome Power-Up.

The switches reset after a short time, so you must hurry if you want to activate all the switches at the same time. Also, the magnetic platforms above you will pull you in as they pass, so walk carefully to avoid them.

Each time you successfully activate the center switch, Krome Keeper loses some of his life meter. His life meter will run out after you press the center switch eight times. At this point, the level ends.

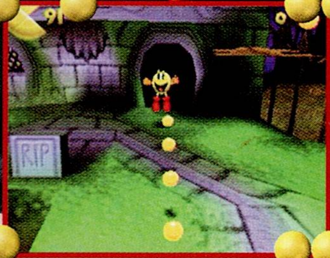
TIP

If you possess a full three Health Wedges, you can activate a switch without a Chrome Power-Up. This works well in situations when you can't avoid getting stuck to the magnetic platforms or when you lack the time to wait until they pass by.

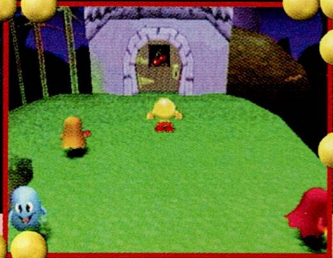
The Mansion Stage

Ghostly Garden

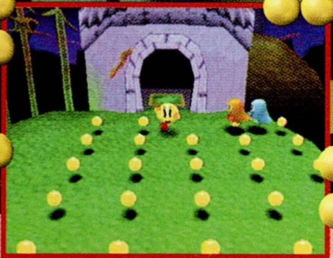
Congratulations! You've reached the last stage. But you must do a lot more before this party ends. In this stage, you'll see the roughest and toughest levels so far. Good luck!



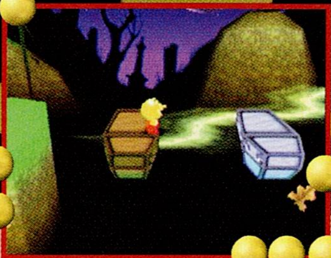
THIS LEVEL UNFOLDS IN A RATHER UNUSUAL GRAVEYARD. BEGIN BY COLLECTING THE PAC-DOTS IN THE STARTING AREA, THEN PROCEED TO THE RIGHT. DESTROY THE TOP HAT SKELETON AND THE FLYING GARGOYLES ON YOUR WAY.



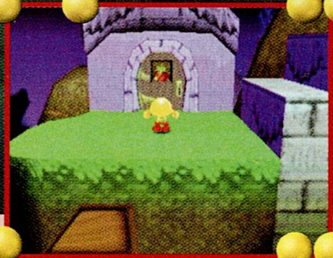
SOON ENOUGH, YOU'LL FIND THIS CHERRY FRUIT DOOR. IF YOU JUMP TWO MORE LEDGES TO THE RIGHT, YOU'LL FIND THE CHERRY NEAR THE FIRST CHECKPOINT.



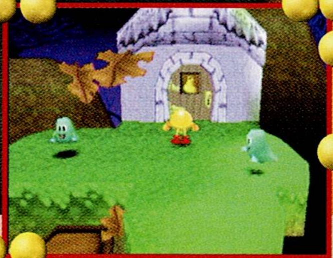
ACTIVATE THE SWITCH BEHIND THE CHERRY FRUIT DOOR TO REVEAL THIS PAC-DOT FIELD. COLLECT ALL THE PAC-DOTS AND GET THE GHOSTS USING THE POWER PELLET (DON'T FORGET THE GHOST ON THE PLATFORM).



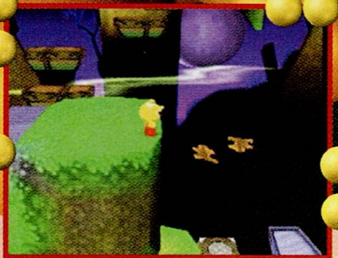
FOLLOW THESE CASKETS TO THE NEXT AREA, BUT BEWARE OF THE CASKET PICTURED IN THE SCREENSHOT. CASKETS OF THIS COLOR DISAPPEAR SOON AFTER YOU TOUCH THEM.



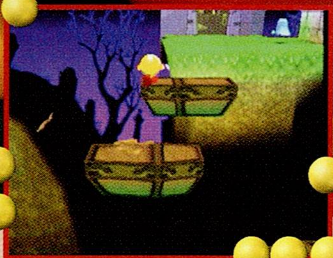
YOU MUST CHOOSE ONE OF TWO WAYS TO GO WHEN YOU REACH THIS STRAWBERRY FRUIT DOOR. YOU SHOULD TAKE THE PATH DOWN THE CASKETS FIRST. THERE YOU'LL FIND THE STRAWBERRY. OPEN THE STRAWBERRY FRUIT DOOR TO FIND AN EXTRA LIFE.



THE LETTER "P" WAITS BEHIND THIS BELL FRUIT DOOR. TO GET THE BELL YOU NEED TO HOP DOWN ACROSS TWO CASKETS AND ACTIVATE A BLUE SWITCH. THIS REVEALS A MAGIC PAC-DOT CHAIN. RIDE THIS CHAIN AND COLLECT THE PEAR ALONG THE WAY.

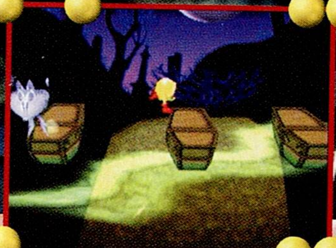


JUMP OFF THIS LEDGE TO REACH THE LOWER AREA. YOU CAN USE THE HELIVATOR TO GET BACK TO TOP. HOWEVER, BEFORE YOU GO BACK UP THERE, HEAD ACROSS THOSE CASKETS TO COLLECT THE GALAXIAN.

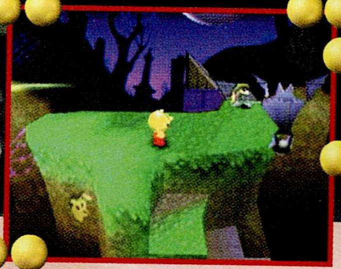


NOW GO ACROSS THESE MOVING CASKETS. YOU'LL FIND THE GALAXIAN DOOR AT THE TOP.

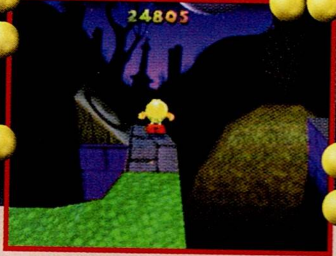
WORLD



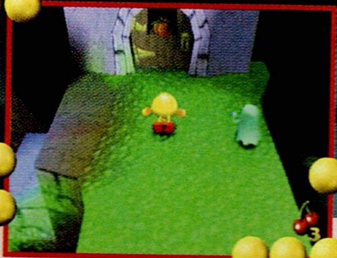
MOVE TO THE RIGHT ONCE YOU COMPLETE THE MAZE. JUMP ACROSS THESE CASKETS UNTIL YOU REACH THE NEXT AREA.



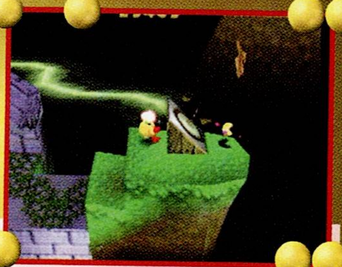
AS YOU CAN SEE, YOU FACE ANOTHER CHOICE OF DIRECTION HERE. TAKE THE STAIRS ON THE BOTTOM AND YOU'LL REACH THE LETTER "A" AFTER YOU JUMP OVER A COUPLE OF CASKETS.



NOW USE THIS B-DOING TO REACH A LEDGE TO THE RIGHT. JUMP OFF OF THE LEDGE AND CONTINUE TO THE RIGHT.



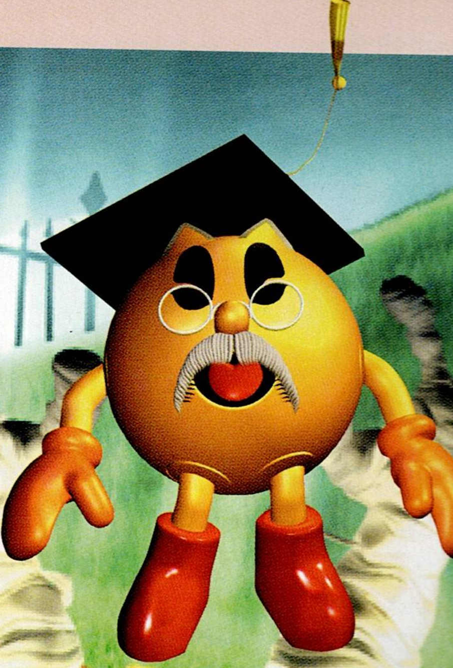
YOU CAN'T OPEN THE PEACH FRUIT DOOR YET, SO HEAD TO THE SOUTH AND JUMP ON THE CASKET.

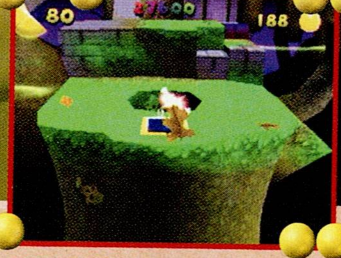


GRAB THE PEACH FROM THIS CHEST NEXT TO THE B-DOING. YOU ALREADY KNOW WHERE TO USE IT, SO GO THERE NOW. INSIDE THE DOOR YOU CAN ACCESS A SWITCH THAT REVEALS SOME PAC-DOTS AND A POWER PELLET OUTSIDE THE DOORWAY. THEN RETURN TO WHERE YOU PICKED UP THE PEACH.

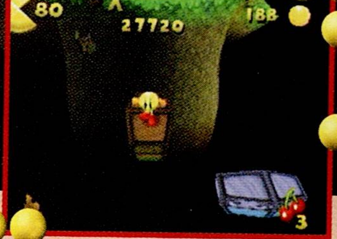
TIP

Don't take the B-Doing near where you found the Chest that contained the Peach. I found it much easier to complete the area following this one when I Butt-Bounced over to the first casket. It gives a better time horizon before the casket disappears.

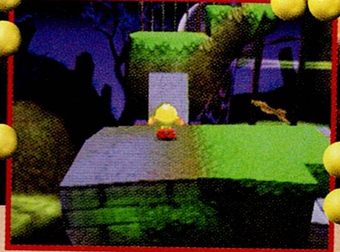




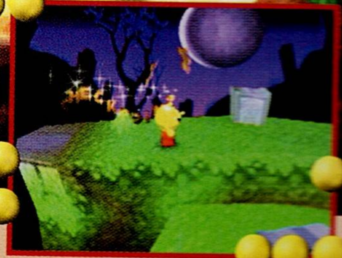
ACTIVATING THE BLUE SWITCH REVEALS THE POWER PELLET YOU CAN USE TO CAPTURE THE GHOSTS. TAKE CARE OF THEM AND WAIT FOR A CASKET TO APPEAR TO THE SOUTH.



RIDE THE CASKET DOWN HERE, THEN JUMP OVER TO THE OTHER CASKET. YOU'LL FIND THE LETTER "C" TO THE RIGHT.

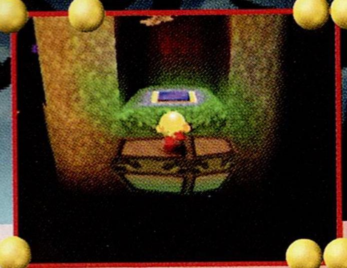


NOW RETURN TO THE AREA WHERE YOU CHOMPED THE GHOSTS. TAKE THIS RAMP TO THE NORTH AND YOU WILL REACH THE NEXT AREA.

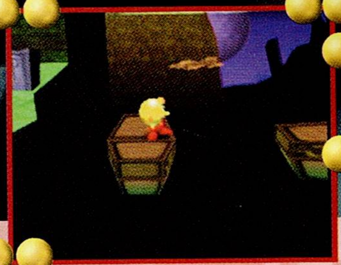


THIS CHECKPOINT MARKS THE BEGINNING OF A STRETCH OF TOMBSTONES. GHOSTS ABOUND, SO PROCEED CAUTIOUSLY TOWARD A GREEN SWITCH AT THE OTHER END. ACTIVATE THE SWITCH TO START A COUPLE OF CASKETS MOVING.

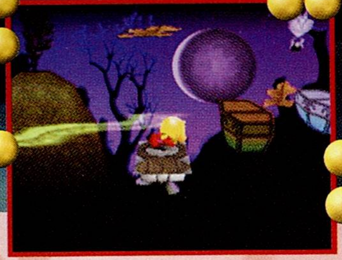
The Mansion Stage



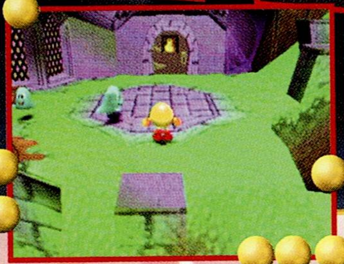
TAKE THE CASKET THAT MOVES VERTICALLY DOWN TO THIS SWITCH. WHEN YOU ACTIVATE IT, YOU WILL RELEASE A FIELD OF PAC-DOTS ABOVE YOU. PREPARE TO DO SOME CLEANING UP WHEN YOU GET BACK.



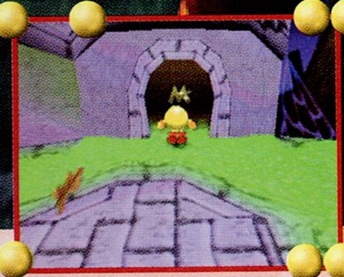
NOW RIDE THIS CASKET TO THE RIGHT. YOU MUST JUMP TO ANOTHER CASKET THAT MOVES IN A DIFFERENT PATTERN TO YOURS. WAIT, AND WATCH THE PATTERN FOR A WHILE. JUMP WHEN THE CASKETS SEEM CLOSEST TOGETHER.



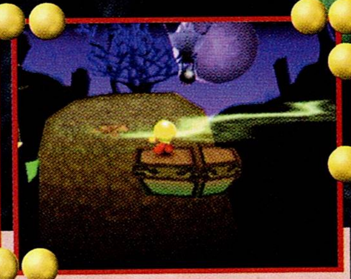
THAT SECOND CASKET LEADS YOU TO THIS HELIVATOR, WHICH LEADS YOU TO MORE CASKETS.



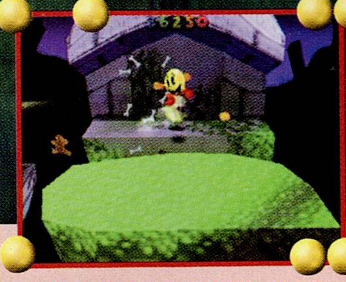
YOU WILL REACH THIS FRUIT DOOR JUST PAST THE NEXT CHECKPOINT. JUMP DOWN TO THE BLUE SWITCH ON THE RIGHT TO RELEASE A POWER PELLET YOU CAN USE TO DISPENSE WITH THOSE GHOSTS.



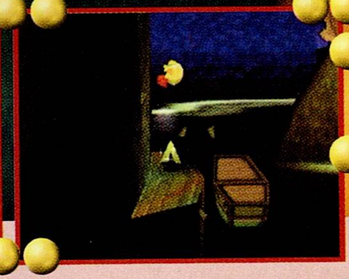
ON YOUR WAY BACK UP AFTER ACTIVATING THE BLUE SWITCH YOU WILL DISCOVER THE BELL FOR THAT DOOR. OPEN THE DOOR TO FIND THE LETTER "M."



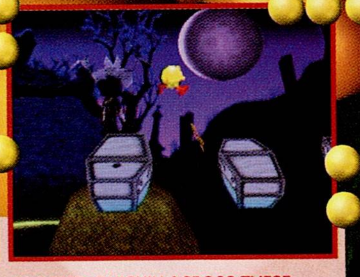
HEAD UP THE RAMP TO THE RIGHT, THEN ACTIVATE THE GREEN SWITCH. NOW JUMP ON THIS CASKET AND RIDE IT OVER TO SOME STATIONARY CASKETS.



JUMP ACROSS THE CASKETS QUICKLY BEFORE THEY DISAPPEAR! YOU'LL REACH THIS AREA WITH THREE SKELETONS. DESTROY THEM AND COLLECT THE EXTRA LIFE IN THE CHEST.

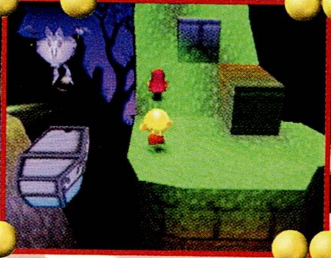


RIDE THIS CASKET DOWN TO A CHEST THAT CONTAINS THE SECOND LETTER "A."

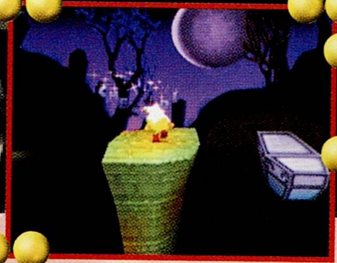


PROCEED QUICKLY ACROSS THESE CASKETS TO A PLATFORM WITH THE NEXT CHECKPOINT. THEN YOU CROSS SEVERAL MORE CASKETS.

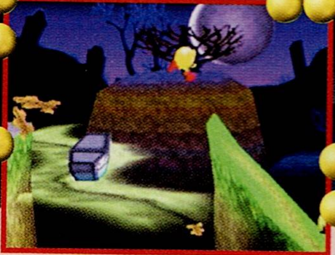
WORLD



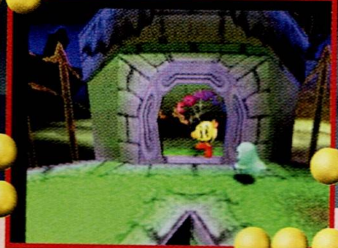
HEAD UP THE NEXT HILL WHEN YOU REACH THIS AREA. YOU'RE GETTING CLOSE, I CAN FEEL IT!



MOVE ACROSS THE CASKETS TO THIS CHECKPOINT. STOP TO CATCH YOUR BREATH, THEN CONTINUE ACROSS A FEW MORE CASKETS.



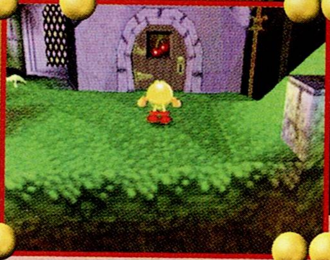
YOU'LL SEE THE LETTER "N" AS SOON AS YOU JUMP TO THIS HILL. TRY TO GRAB IT WHILE YOU ROLL DOWN. IF YOU MISS IT, YOU CAN TURN AROUND AND GET IT.



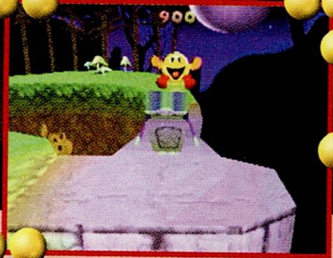
HERE YOU SEE THE LEVEL COMPLETE TOKEN. YOU WON'T FIND MANY MORE OF THESE.

Creepy Catacombs

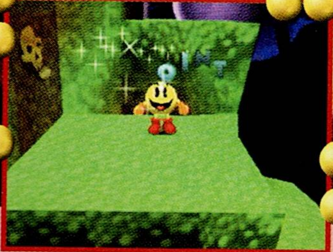
You'll play most of this level with little space to move around. And that means little room for mistakes!



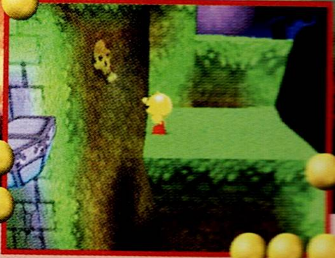
THE LEVEL STARTS OFF PRETTY QUICKLY. YOU FIND THIS FRUIT DOOR ABOUT FOUR STEPS FROM THE STARTING POINT. THE CHERRY TO OPEN THE DOOR SITS UP THE HILL TO THE RIGHT. GRAB IT FROM THE CHEST BY THE CHECKPOINT.



TO KILL THESE STRANGE TOMBSTONE ENEMIES, WAIT FOR THEM TO FALL ON THEIR FACES, THEN BUTT-BOUNCE THEM.

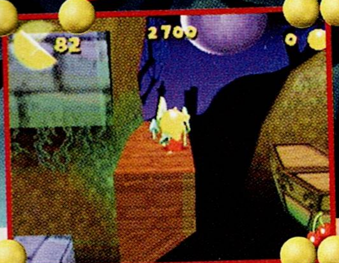


YOU WILL REACH THIS CHECKPOINT AFTER A FEW TWISTS AND TURNS. HEAD DOWN AT THIS POINT AND HOP DOWN SEVERAL LEDGES.

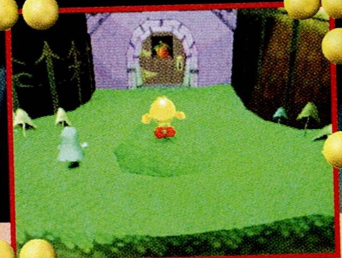


ON YOUR WAY DOWN THOSE LEDGES, STOP ON THIS ONE AND LOOK TO THE LEFT. JUMP OVER TO THAT CASKET, THEN FOLLOW THE TRAIL TO THE LETTER "P."

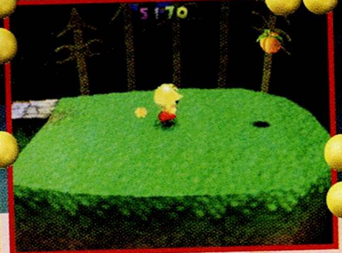
The Mansion Stage



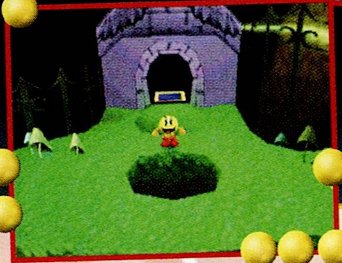
HOP OVER TO THAT CASKET ON THE RIGHT, THEN CONTINUE OVER SEVERAL MORE UNTIL YOU REACH THE NEXT CHECKPOINT.



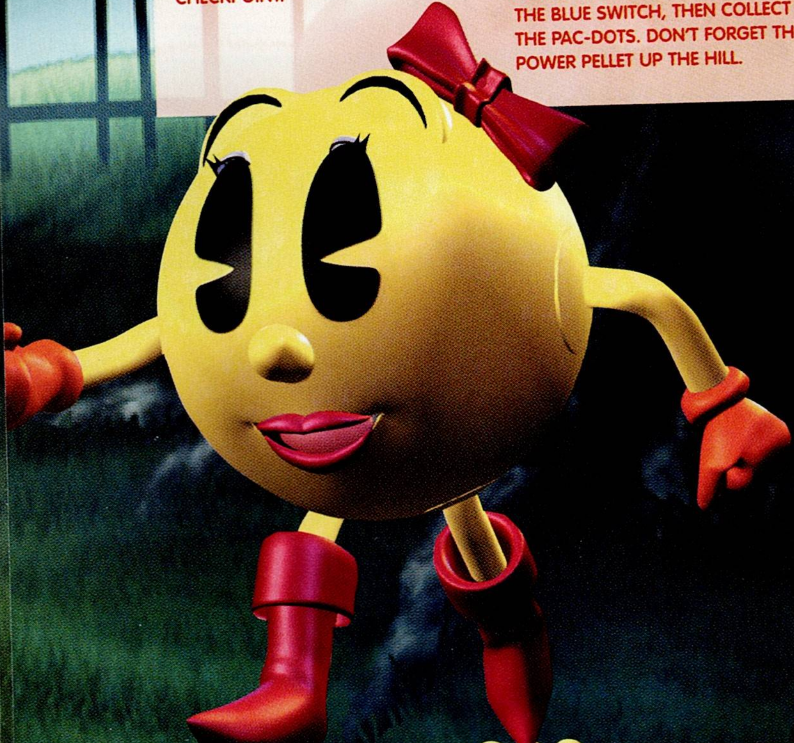
CONTINUE TOWARD THE RIGHT AFTER PASSING THE CHECKPOINT. YOU WILL ENCOUNTER THIS FRUIT DOOR AND A BLUE SWITCH ON THE RIGHT. ACTIVATE THE BLUE SWITCH, THEN COLLECT ALL THE PAC-DOTS. DON'T FORGET THE POWER PELLET UP THE HILL.

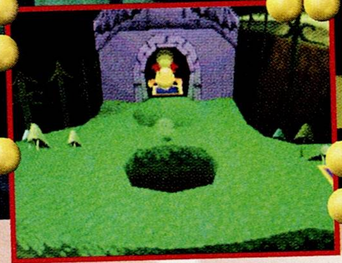


NOW YOU MUST FIND THAT FRUIT. HEAD UP THE HILL ONE MORE TIME. DESTROY THE SKELETON WHEN YOU REACH THE TOP, THEN YOU SHOULD SPOT THE PEACH. PICK IT UP, THEN GO DOWN AND OPEN THE DOOR.

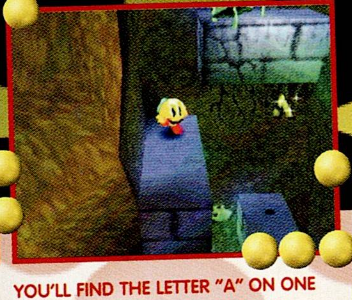


ACTIVATE THE BLUE SWITCH BEHIND THE PEACH FRUIT DOOR, AND IT WILL REVEAL AN OPENING IN THE GRASS.

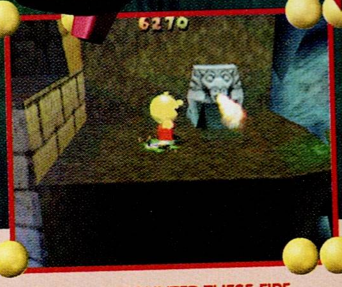




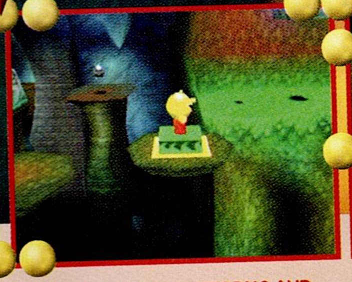
OBVIOUSLY, YOU HAVE FOUND YOUR NEXT DESTINATION, SO JUMP ON IN!



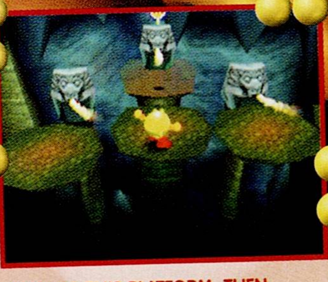
YOU'LL FIND THE LETTER "A" ON ONE OF THE LEDGES AS YOU PROCEED DOWN THE SHAFT. PICK IT UP BEFORE YOU MOVE ON.



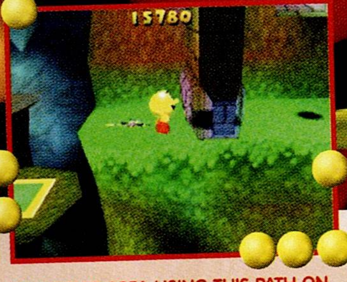
YOU WILL ENCOUNTER THESE FIRE-BREATHING STATUES OFTEN DURING THE REMAINDER OF THE LEVEL. MOST OF THEM CYCLE ON AND OFF, BUT SOME OF THEM, LIKE THIS ONE, WILL CONSTANTLY SPEW FIRE. YOUR BEST BET? JUMP OVER THEM.



JUMP ACROSS THE PLATFORMS AND ACTIVATE THIS SWITCH. THIS WILL START EVERYTHING IN THE AREA MOVING. THEN JUMP BACK ACROSS THE NOW-MOVING PLATFORMS.

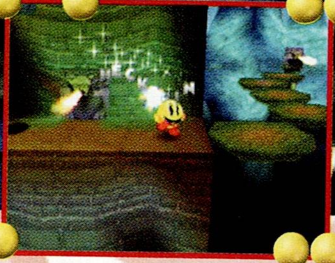


JUMP TO THIS PLATFORM, THEN JUMP OVER TO GRAB THE GALAXIAN. NOW HEAD OVER A FEW PLATFORMS TO THE LEFT AND ENTER THE GALAXIAN DOOR. RETURN TO THE SWITCH ON THE RIGHT AFTER YOU COMPLETE THE MAZE.

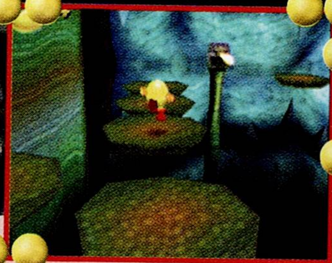


LEAVE THIS AREA USING THIS PATH ON THE RIGHT. WATCH OUT FOR THE BARRIERS SMASHING DOWN!

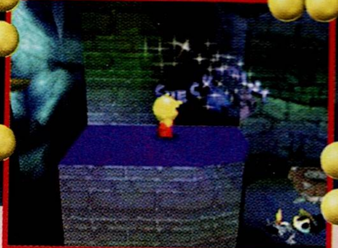
WORLD



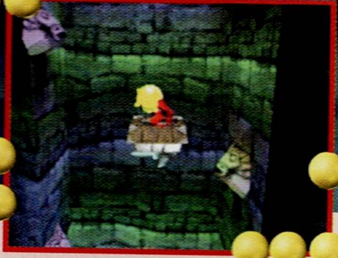
AFTER A BRIEF RUN THROUGH A PATH FILLED WITH SMASHING BARRIERS AND SPEWING FIRE, YOU WILL ARRIVE HERE.



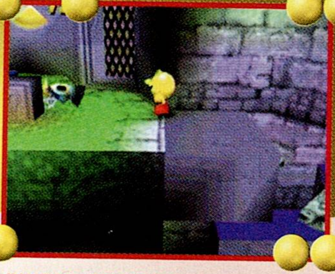
PROCEED ALONG THESE PLATFORMS TO REACH THE MOVING ONE AT THE END. RIDE ALONG THE MOVING PLATFORM AND JUMP OFF ONTO ANOTHER ONE. KEEP A CLOSE LOOKOUT FOR THE FIRE WHILE PERFORMING THIS MOVE. TRY TO BRING FULL HEALTH WITH YOU SO YOU CAN TAKE A COUPLE OF HITS.



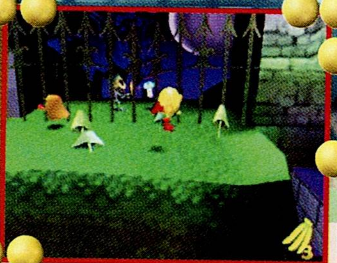
AFTER A FEW MORE QUICK HOPS HERE AND THERE YOU WILL ARRIVE AT THIS CHECKPOINT. JUMP ON DOWN INTO THE NEXT ROOM SO YOU CAN GO ON.



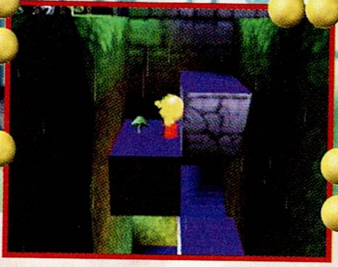
RIDE THIS HELIVATOR UP TO THE LANDING ABOVE. TIME EVERYTHING CAREFULLY SO YOU DON'T HIT THE FIRE ON THE WAY UP.



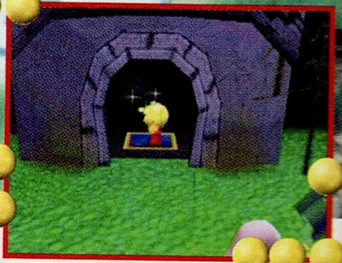
JUMP UP THE LEDGES TO REACH THE SURFACE. GO TO THE LEFT AND ACTIVATE THIS BLUE SWITCH BEFORE TAKING THE PATH TO THE RIGHT.



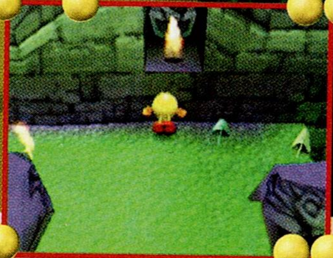
YOU CAN SEE A FRIEND KEY BEHIND THIS FENCE. I WONDER HOW YOU GET IT?



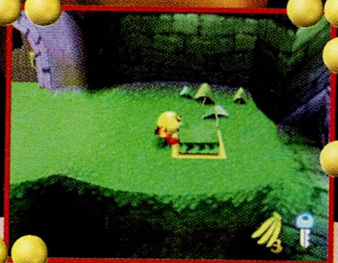
JUMP DOWN INTO THIS SPACE BETWEEN THE TWO AREAS. IF YOU JUMP DOWN ALONG THE LEDGES, THEN ACROSS SOME PLATFORMS, YOU'LL REACH A SWITCH. ACTIVATE THE SWITCH AND YOU'LL SEE A BELL MATERIALIZE IN FRONT OF YOU. GRAB IT, THEN HEAD BACK TO THE SURFACE.



OPEN THE BELL FRUIT DOOR AND ACTIVATE THE SWITCH INSIDE. YOU CAN NOW WALK ALONG THE BACK OF THE FENCED AREA BY GOING THROUGH THE BELL FRUIT DOOR FIRST. GRAB THAT KEY!

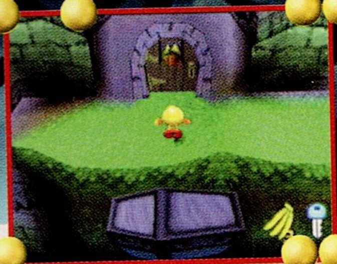


NOW YOU CAN CONTINUE. YOU WILL FIND THE LETTER "C" ABOVE THIS FIRE. DO A BUTT-BOUNCE TO GRAB IT.

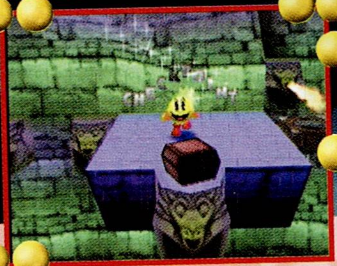


ACTIVATE THIS SWITCH TO REVEAL A FIELD OF PAC-DOTS AS WELL AS THE CHERRY FOR THAT FRUIT DOOR. THE PAC-DOTS LEAD YOU TO IT.

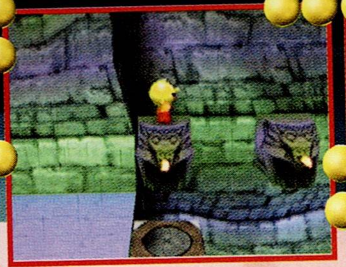
The Mansion Stage



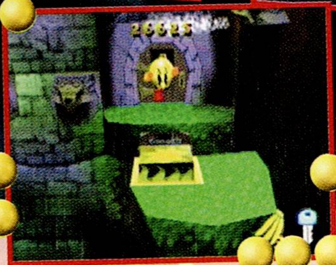
YOU'LL FIND A CHROME POWER-UP BEHIND THE CHERRY FRUIT DOOR. GRAB IT, THEN CONTINUE TO THE RIGHT. YOU'LL REACH THIS FRUIT DOOR IN FRONT OF SOME CASKETS.



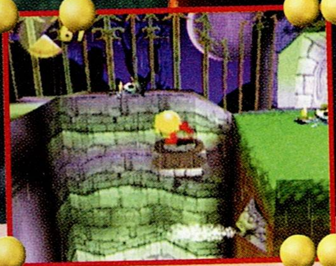
PROCEED ALONG THE CASKETS, THEN ALONG THESE GARGOYLE STATUES ON THE WALL. YOU CAN JUMP ALONG THE TOPS AS PICTURED HERE.



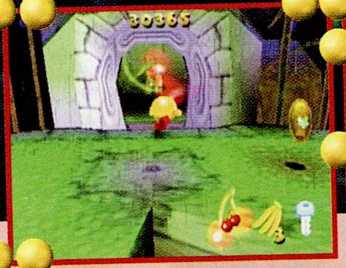
YOU WILL COME TO A PLATFORM WITH A CHECKPOINT AND A CHEST. THE CHEST CONTAINS THE PEACH FOR THAT FRUIT DOOR. GO BACK TO THE DOOR AND COLLECT THE LETTER "M" INSIDE. RETURN TO THE CHECKPOINT PLATFORM AND CONTINUE ON.



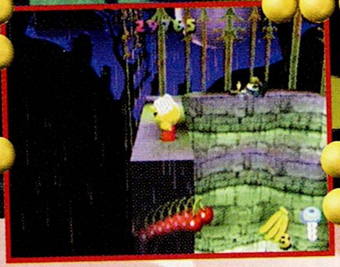
YOU COULD TAKE THE HELIVATOR IN FRONT, BUT THAT REQUIRES YOU TO WAIT FOR THE FIRE CYCLES. INSTEAD, TRY HOPPING ALONG THE TOPS OF THE GARGOYLES AS YOU DID BEFORE.



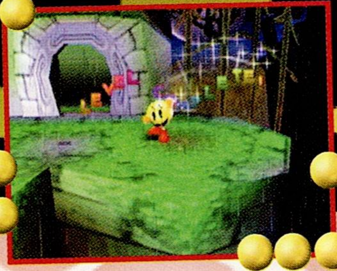
ACTIVATE THIS YELLOW SWITCH IN FRONT OF THE BELL FRUIT DOOR. IT REVEALS PAC-DOTS ALONG THE GARGOYLES. FOLLOW THE PAC-DOTS TO FIND THE BELL. THEN RETURN TO THE DOOR AND COLLECT THE LETTER "A."



RIDE UP ON THE HELIVATOR NEAR THE SWITCH, THEN JUMP FROM HELIVATOR TO HELIVATOR TO REACH THE TOP.



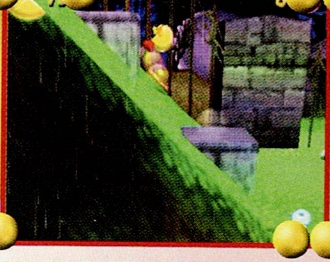
WHEN YOU REACH THE TOP, INSTEAD OF JUMPING TO THE RIGHT AS WOULD SEEM NATURAL, DO A BUTT-BOUNCE OFF TO THE LEDGE ON THE LEFT. IF YOU JUMP CORRECTLY, YOU'LL JUST MAKE THE LEDGE AND PICK UP A CHERRY.



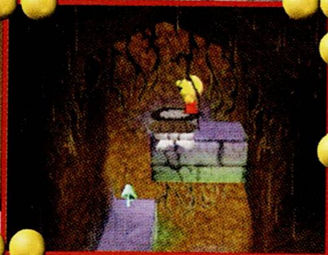
JUMP OVER TO THE CHERRY FRUIT DOOR AND OPEN IT TO RETRIEVE THE LETTER "N." NOW GRAB THE LEVEL COMPLETE TOKEN ON THE RIGHT. WHEW!

Grave Danger

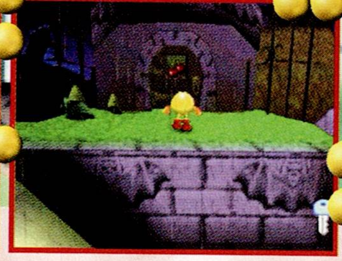
Well, here it is. The last level before your boss fight with Toc-Man. The level is mostly straightforward and surprisingly short. You'll free Ms. Pac-Man in no time!



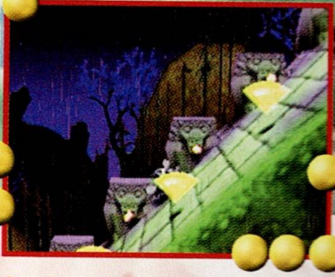
DESTROY THE ENEMIES IN AND AROUND THE STARTING AREA, THEN HEAD UP THE HILL ON THE LEFT.



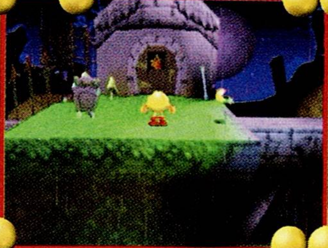
JUMP DOWN THE HOLE AT THE TOP OF THE HILL TO REACH THIS UNDERGROUND PASSAGE. JUMP DOWN THE LEDGES AND ACTIVATE THE GREEN SWITCH AT THE BOTTOM. ON YOUR WAY BACK UP, GRAB THE LETTER "P."



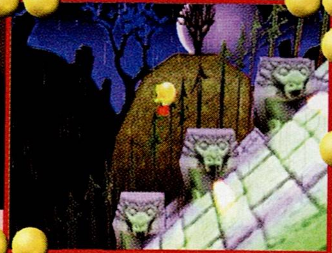
THEN RETURN TO THE STARTING AREA AND GO TO THE RIGHT. JUMP UP THE LEDGE TO FIND A FRUIT DOOR YOU CAN'T OPEN YET, THEN MOVE ON. THE CHEST IN THE LOWER RIGHT CONTAINS A CHROME POWER-UP. GRAB IT AND MOVE UP THE HILL.



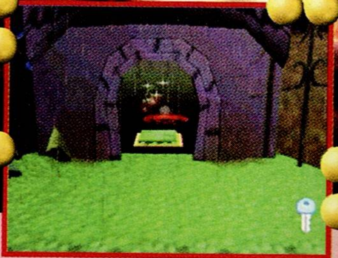
ON YOUR WAY UP THE SECOND HILL, FIRE WILL BLAST YOU FROM THE SIDE. THE CHROME POWER-UP WILL HELP YOU THERE. ABOUT HALFWAY UP THE HILL YOU WILL FIND THE CHERRY FOR THE FRUIT DOOR. HOWEVER, YOU DON'T WANT TO GO THERE JUST YET.



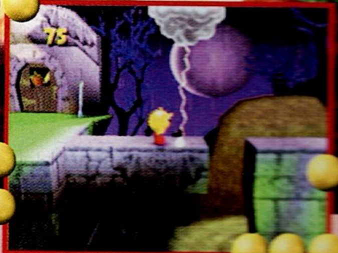
AT THE TOP OF THE HILL YOU'LL FIND THIS PEACH FRUIT DOOR. GRAB THE CHECKPOINT IN FRONT OF IT, THEN TURN AROUND AND GO BACK DOWN THE HILL.



DON'T GO DOWN THE SAME WAY YOU CAME UP. INSTEAD, TRY JUMPING ALONG THE TOPS OF THE FIRE-BREATHING GARGOYLE STATUES. REMEMBER THIS TECHNIQUE; YOU'LL NEED IT LATER IN THE LEVEL.

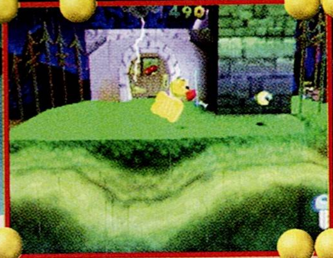


OPEN THE CHERRY FRUIT DOOR AND ACTIVATE THE GREEN SWITCH INSIDE. GATHER UP ALL THE PAC-DOTS OUTSIDE THE DOORWAY AND GOBBLE UP THE GHOST BEFORE MOVING ON.

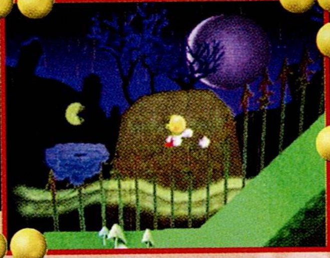


NOW HEAD OVER THIS WAY, TAKING CARE TO AVOID THE LIGHTNING BOLTS. YOU NEED TO WATCH THE BOLTS, FIGURE OUT THEIR PATTERN, AND TIME YOUR JUMP APPROPRIATELY.

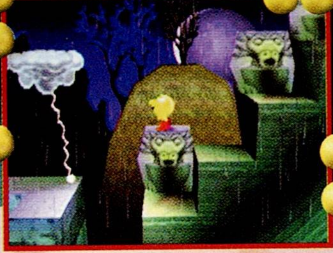
The Mansion Stage



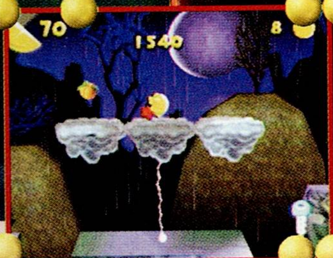
YOU'LL FIND A CHECKPOINT NEAR THIS NEXT CHERRY FRUIT DOOR. YOU PROBABLY NOTICED THAT YOU PASSED SOME ITEMS ON THE WAY OVER HERE. YOU SKIPPED THEM ON PURPOSE AND WILL GO BACK TO GET THEM NEXT. IF YOU REACH THIS CHECKPOINT FIRST, YOU WON'T FACE THE LIGHTNING BOLTS AGAIN EVERY TIME YOU DIE.



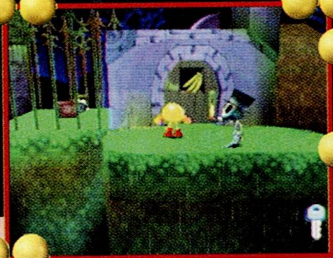
NOW YOU HEAD DOWN THE HILL NEXT TO THE CHERRY DOOR. PERFORM A BUTT-BOUNCE ABOUT HALFWAY DOWN, THEN JUMP OVER TO THE TOP OF THIS LIGHTNING CLOUD. QUICKLY JUMP OVER TO THE NEXT CLOUD TO GRAB THE EXTRA LIFE BEFORE THE FIRST CLOUD DISAPPEARS.



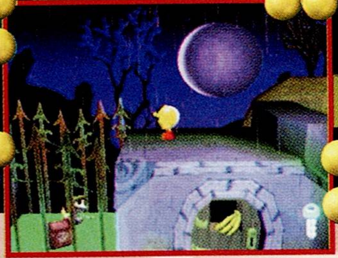
CONTINUE TO THE LEFT, THEN JUMP TO THE TOP OF THIS GARGOYLE STATUE. NOW JUMP TO THE CLOUD ON THE LEFT—A BUTT-BOUNCE WILL DO NICELY.



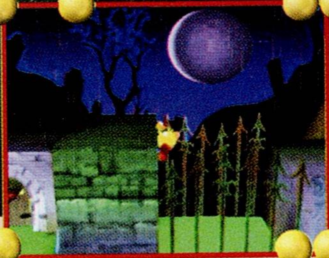
YOU'LL FIND THIS PEACH ON TOP OF THE THIRD CLOUD. GRAB IT, THEN RETURN TO THE PEACH FRUIT DOOR. OPEN IT AND COLLECT THE LETTER "A."



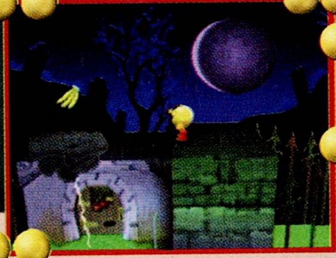
NOW RETURN TO THE SECOND CHERRY DOOR WHERE YOU PICKED UP THE CHECKPOINT. YOU CAN EITHER WALK BACK OR WASTE A LIFE AND REAPPEAR THERE. JUMP TO THE RIGHT ONTO THE NEXT LEDGE TO FIND THIS BANANA FRUIT DOOR.



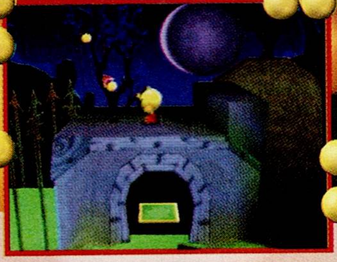
YOU CAN BUTT-BOUNCE TO THE TOP OF THE DOOR, THEN OVER INTO THE FENCED AREA WHERE YOU'LL SEE A CHEST AND A SKELETON.



THE CHEST CONTAINS ONLY A HEALTH WEDGE, BUT EVERY LITTLE BIT HELPS. RETURN TO THE ROOF ABOVE THE BANANA FRUIT DOOR, THEN BUTT-BOUNCE OFF THE EDGE TO THE LEFT. IF YOU DO THIS CORRECTLY, YOU CAN REACH THE TOP OF THAT WALL.

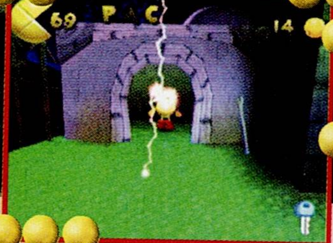


YOU'LL SEE THE BANANA ON TOP OF THAT CLOUD. JUMP OVER AND GRAB IT. YOU KNOW WHERE TO USE IT, SO HEAD THERE NEXT.

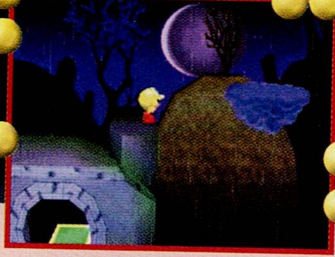


ACTIVATE THE SWITCH INSIDE THE BANANA DOOR. THE SWITCH REVEALS A MAGIC PAC-DOT CHAIN ON THE ROOF ABOVE THE DOOR. RIDE THE CHAIN BACK TO THE WALL AND YOU WILL FIND THE CHERRY.

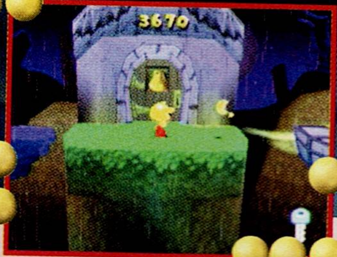
WORLD



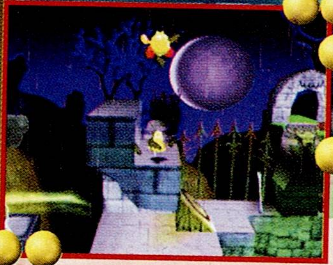
INSIDE THE CHERRY DOOR YOU WILL FIND THE LETTER "C." GRAB IT, THEN RETURN TO THE ROOF OF THE BANANA DOOR.



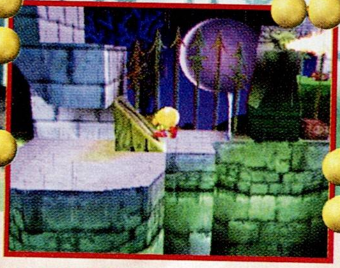
JUMP TO THE RIGHT FROM THIS RAISED PORTION OF THE ROOF. YOU MUST JUMP ACROSS THREE CLOUDS. THE LAST ONE REQUIRES A JUMP IN A DIFFERENT DIRECTION, SO PREPARE FOR IT.



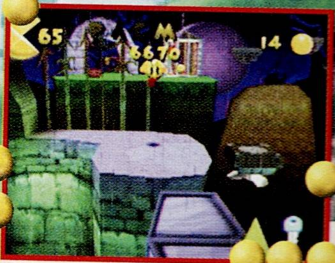
YOU WILL FIND ANOTHER CHECKPOINT IN FRONT OF THIS BELL FRUIT DOOR. CONTINUE TO THE RIGHT ACROSS A SERIES OF CASKETS.



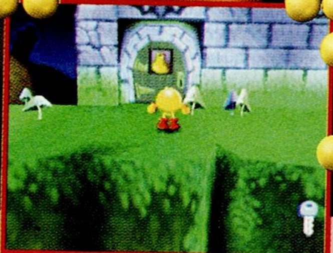
YOU WILL FIND THE BELL INSIDE THIS CHEST. GRAB IT AND GO BACK ACROSS THE CLOUDS TO THE BELL FRUIT DOOR. YOU'LL FIND AN EXTRA LIFE ON THE LAST CLOUD, AND YOU'LL FIND THE LETTER "M" INSIDE THE DOOR.



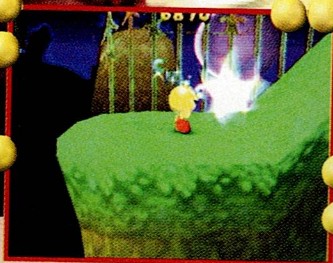
RETURN TO THE PLATFORM WHERE YOU FOUND THE PEAR. USE THIS B-DOING TO REACH THE NEXT PLATFORM. FOLLOW THROUGH ON ONE MORE B-DOING TO REACH THE PLATFORM WHERE YOU FIND A CHECKPOINT.



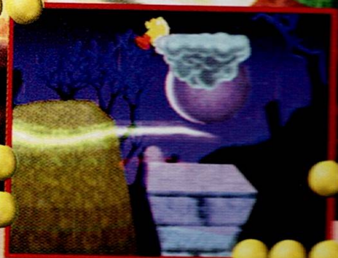
JUMP ON THE CASKET TO THE SOUTH, THEN ONTO THE CLOUD TO REACH THE LETTER "A."



NOW USE THE HELIVATOR ON THE RIGHT TO REACH THIS AREA WITH THE BELL FRUIT DOOR. KEEP MOVING TO THE RIGHT AND YOU WILL PASS AN PEACH FRUIT DOOR.

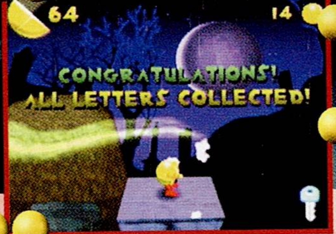


IN FRONT OF THE PEACH FRUIT DOOR YOU'LL SEE A SERIES OF LEDGES THAT GOES DOWN, THEN OVER ACROSS THE PLATFORMS TO THE RIGHT. YOU WILL REACH THIS CHECKPOINT IN FRONT OF THE HILL.



IF YOU CONTINUE TO FOLLOW THE PATH, YOU WILL REACH THIS LEDGE WITH THE CLOUD ABOVE IT. JUMP TO THE TOP OF THE CLOUD TO FIND THE LETTER "N."

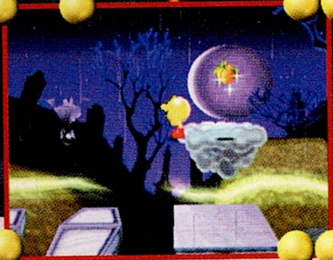
The Mansion Stage



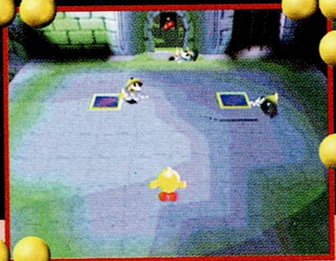
IF YOU HAVE COLLECTED ALL THE LETTERS ON EVERY LEVEL, YOU GET A SPECIAL MESSAGE HERE. BASICALLY, THE MESSAGE CONGRATULATES YOU FOR GETTING EVERY P-A-C-M-A-N LETTER—THAT'S QUITE A FEAT!

NOTE

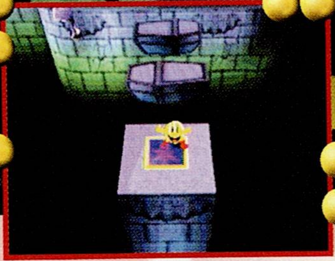
If you missed letters on any of the levels, you will not receive this message here. However, you can receive it if you collect the letter or letters you missed. Unfortunately, unless you remember which letter you passed up, you won't know which letter you seek or on what level you can find it. At that point, if you want the recognition, you must play through it all again.



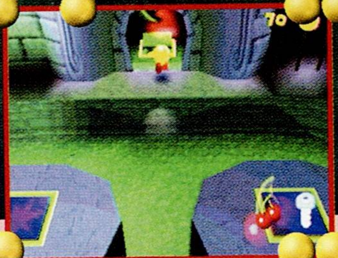
ON YOUR WAY BACK, STOP AT THIS CLOUD TO GET THE PEACH ABOVE IT. HEAD BACK TO THE PEACH FRUIT DOOR AND OPEN IT. INSIDE YOU WILL FIND A GREEN SWITCH. ACTIVATE THE SWITCH, AND A LOUD EXPLOSION FOLLOWS. LOOK OUTSIDE AND DISCOVER A NEW AREA.



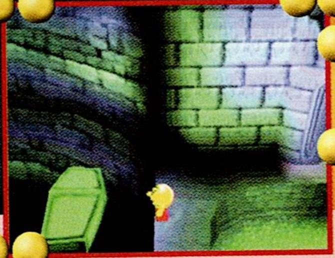
JUMP DOWN INTO THE HOLE AND FOLLOW THE LEDGES TO THE CHECKPOINT AT THE BOTTOM. FOLLOW THE PATH UNTIL YOU REACH THIS AREA. WATCH OUT FOR THE FIRE ALONG THE WAY!



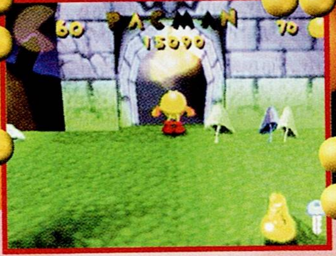
HEAD SOUTH AND FOLLOW THE CASKETS TO THIS BLUE SWITCH. ACTIVATE IT, THEN RETURN TO THE PREVIOUS AREA. ACTIVATE THE OTHER TWO BLUE SWITCHES TO REVEAL A FIELD OF PAC-DOTS AND A CHERRY RUNNING AROUND THE AREA. MOP IT ALL UP, REMEMBERING TO FINISH OFF THOSE GHOSTS WITH A POWER PELLET.



USE THE CHERRY TO OPEN THE FRUIT DOOR TO THE NORTH, THEN ACTIVATE THE GREEN SWITCH INSIDE.

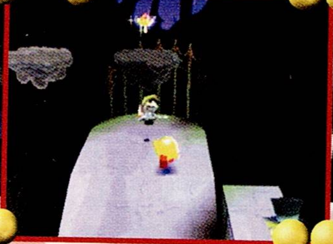


THE GREEN SWITCH REVEALS THESE GREEN CASKETS ON THE LEFT. HOP ALONG THE CASKETS TO GRAB THE BELL. THAT PRETTY MUCH COMPLETES THIS UNDERGROUND AREA, SO RETURN ABOVE GROUND AND HEAD FOR THAT BELL FRUIT DOOR.

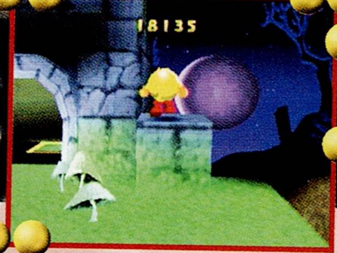


OPEN THE BELL FRUIT DOOR, AND INSIDE YOU'LL FIND ... NOTHING! AT LEAST, THERE'S NO FRUIT TO GRAB AND NO SWITCH TO HIT. BASICALLY, THIS DOORWAY JUST LEADS YOU TO A PATH. WALK RIGHT ON THROUGH.

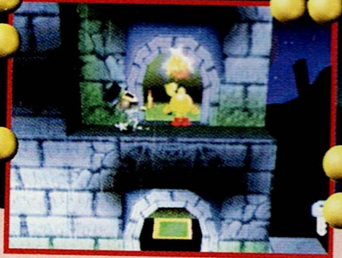
WORLD



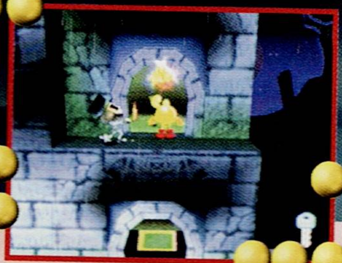
DIRECTLY IN FRONT OF YOU SITS A CLOUD THAT CARRIES THE GALAXIAN. PICK UP THE GALAXIAN, THEN JUMP UP TO THAT LEDGE ON THE RIGHT. THE CHEST NEAR THE WALL CONTAINS A POWER PELLET. USE IT TO CAPTURE THOSE GHOSTS OUT ON THE PATH IN FRONT OF THE BELL FRUIT DOOR.



TO REACH THE GALAXIAN DOOR, YOU MUST JUMP ON THIS BLOCK, THEN USE THE BLOCK TO REACH THE PLATFORM ABOVE.



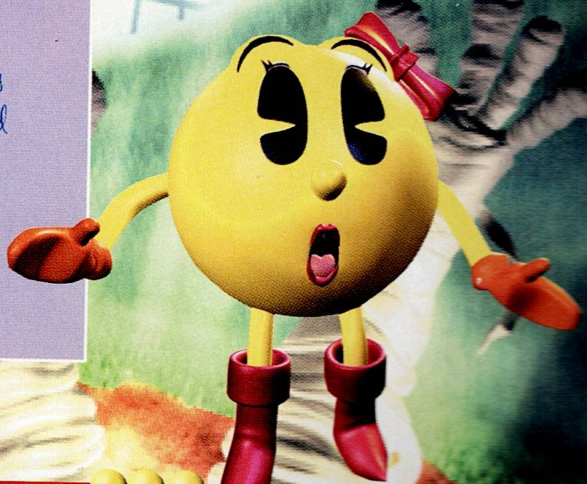
OPEN THE GALAXIAN DOOR TO BEGIN THE MAZE. ENJOY IT, BECAUSE YOU WON'T FIND ANY MORE.

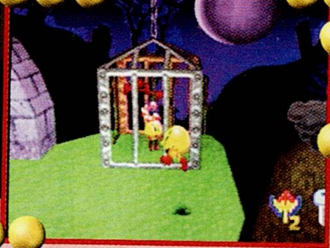


IF YOU COMPLETED ALL THE MAZES ON EVERY LEVEL, YOU WILL RECEIVE THIS MESSAGE AFTER YOU FINISH THIS ONE. IT INFORMS YOU THAT YOU CAN PLAY THE MAZE MARATHON OPTION IN MAZES MODE.

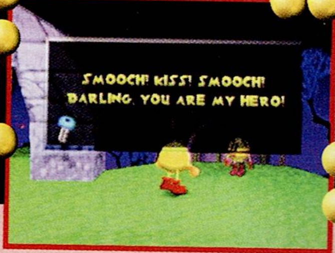
NOTE

If you missed any of the mazes, you will not receive this message. You must return to the missing maze or mazes and play through before you can get the message. Look at the available mazes in Mazes mode to learn which stage you must revisit to find the missing maze. Each stage contains six mazes.



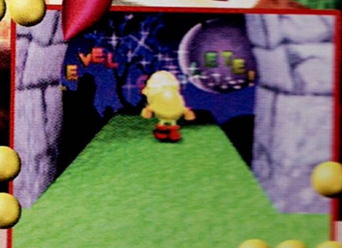


RETURN TO THE CLOUD WHERE YOU FOUND THE GALAXIAN, THEN FOLLOW THE PATH OF CLOUDS TO THE LEFT. YOU WILL COME TO A PLATFORM WITH MS. PAC-MAN'S CAGE.



SMOOCH! KISS! SMOOCH!
DARLING, YOU ARE MY HERO!

FREE MS. PAC-MAN TO GET THIS SWEET MESSAGE.



NOW HEAD TO THE RIGHT AND GRAB THE LEVEL COMPLETE TOKEN. NOW GET READY TO BATTLE TOC-MAN!

Toc-Man's Lair

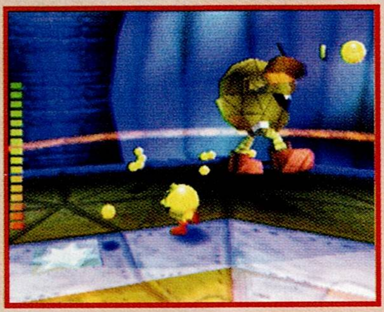
So, you've finally reached Toc-Man's Lair and you're probably ready to do some serious damage.

The battle with Toc-Man is not very tough—he's all show and no substance.

In the beginning stages of the battle, Toc-Man will wander around trying to attack you by tossing down his own version of a Super Pac-Dot attack. This attack will send out a force field that will damage you if you touch it. The attack also leaves several Pac-Dots lying about for a short while.

NOTE

As your Health Wedges begin to disappear during the battle, you'll notice the friends you rescued throughout the game pop in from time to time and toss you more. I hope you saved everybody!



You'll need to jump over the force field to collect the Pac-Dots. They will disappear rather quickly, so hurry. Collect as many of them as possible. The Pac-Dots will be your ammunition as you mount your attack.

You have a couple of possibilities when attacking Toc-Man. Use a basic Pac-Dot Attack to render small damage, or try *your* Super Pac-Dot Attack for a more powerful hit.

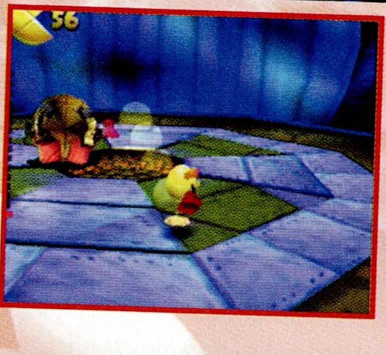
TIP

Just like you, Toc-Man will blink after being attacked. During this time he is immune to damage. Take notice, and save your ammo when this happens.

After a short while, Toc-Man will return to the center of the ring and stairs will rise up around him. Use this opportunity to run up along the steps, and do a Butt-Bounce on his head.

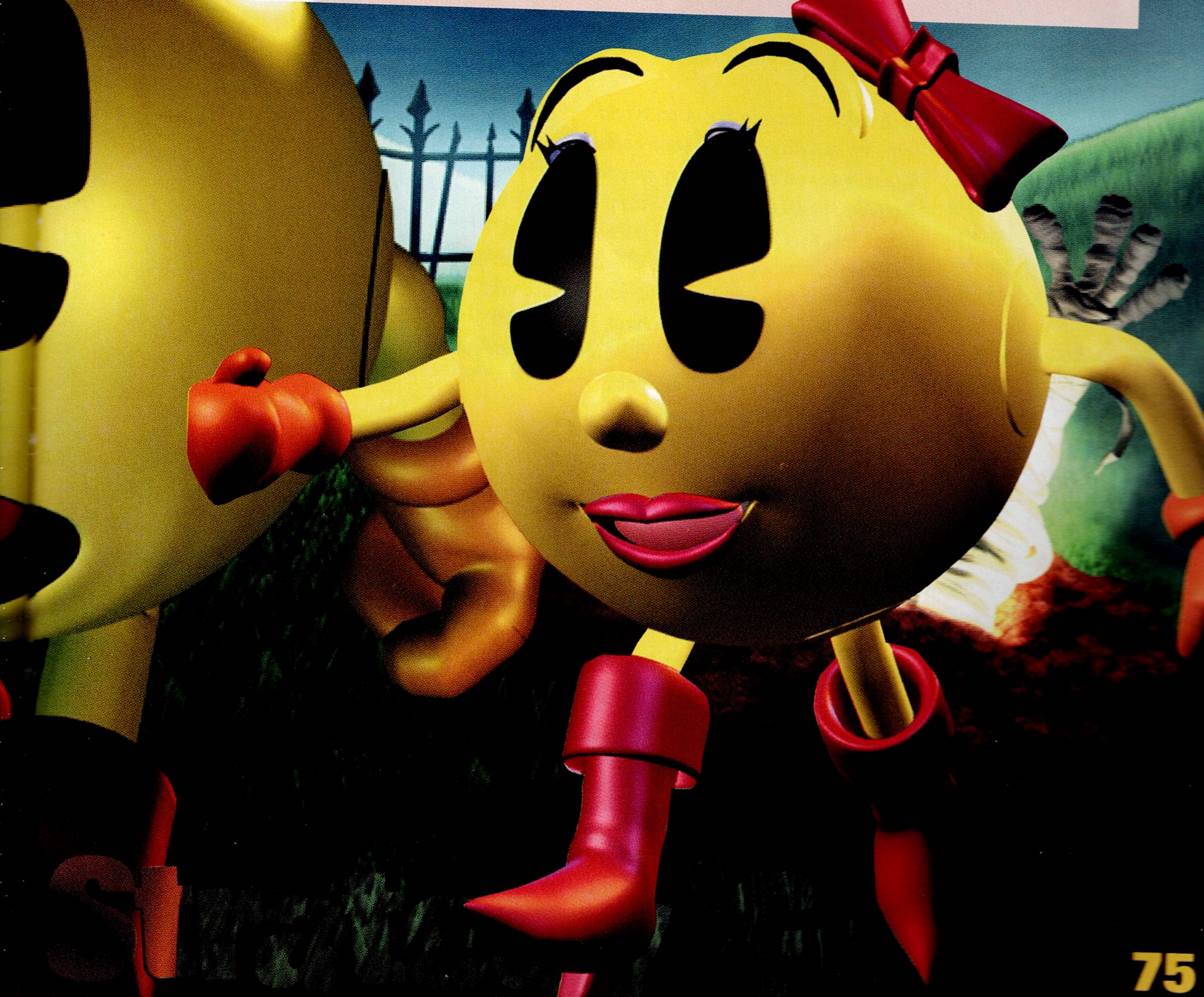
The ring will reset to normal after you do this. However, you'll notice that four switches are now available. If you activate all four, while avoiding Toc-Man's Butt-Bounce attack (geez, doesn't this guy have anything original?) you will have another opportunity to Butt-Bounce his head.

WORLD



Toc-Man's tactics will change one more time as he is about to be defeated. This time, you'll see his (of course!) Rev Roll. However, his version leaves a trail of fire. He can only roll around for a short period before he has to stop briefly. This is your chance to attack him.

It's time to settle the score once and for all. *You* are the *real* Pac-Man! Accept no imitations! Once you've got him licked there's absolutely no question—Toc-Man is just another wanna-be. Good work!



Hidden Outtakes

After you defeat Toc-Man, you'll receive more than just bragging rights. You can see some hidden outtakes from the game's FMV sequences.

You can access the outtakes from the title screen after your battle with Toc-Man. The *Outtakes* option will appear directly below the *Load* option. Just select the option, sit back, and enjoy the chuckles.

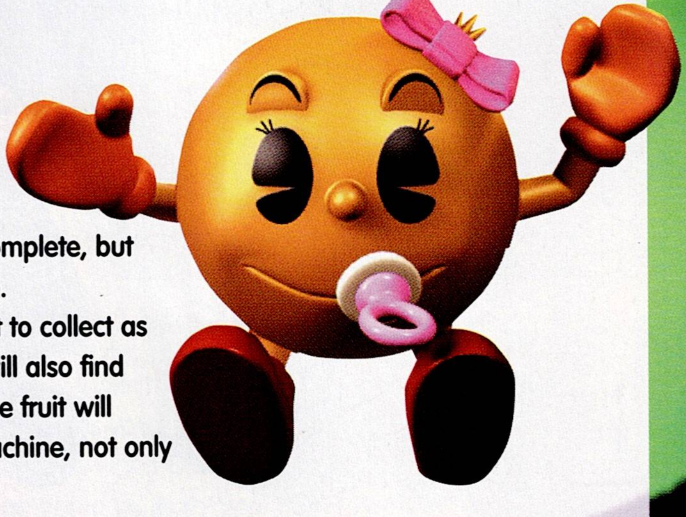
Bonus Rounds

CAUTION

You only have one life to lose in a bonus round. If you die by running out of Health Wedges or by falling off of the level boundaries, you won't come back. Be careful out there!

Each unique stage in *Pac-Man World* features its own equally unique bonus round. You won't find an easy way to finish each bonus round 100 percent complete, but hopefully the information here will help.

During the bonus round, you attempt to collect as much fruit as possible. However, you will also find an extra life or two scattered about. The fruit will come in handy at the Weigh-in Slot Machine, not only for the points, but also for the slots.



THE PIRATE STAGE

Your basic bonus round. You won't find this too difficult if you go in with a good plan.

Chrome Power-Ups make the difference here. When you wear the Chrome Armor, you'll sink to the bottom of the water. This allows you to take in whole columns of fruit as well as smash open the Treasure Chests on the sea floor.

You'll find two Chrome Power-Ups. The first one sits immediately next to you when the round starts. The second waits on the opposite side, so you must dive into the water and swim over to reach it.

THE RUINS STAGE

You'll find this straightforward bonus round easy to complete with 100 percent on the first try. To ace this one, just run quickly and watch your timing.

Gather up all the fruit along the bottom first, then jump up to the Helivator on either side and ride up. Steam blasts you from the side, so watch out and time everything correctly.

Hop over to the opposite side when you reach the top, then head down. Once you grab all the fruit along this side, get the chrome power-up at the top—it's in a chest.

THE SPACE STAGE

This bonus round takes place on a platform suspended in space. You must run quickly and make no mistakes if you want to complete the round.

Activate the switch to make a force field appear on the first area. Gather up all the fruit, then head to the platform on the right. But move quickly! If you take too long, the force field will disappear and you will fall to the bottom.

Take the Helivator on the side up to the next level. Activate the switch and go for it again. This time, you'll face a different orientation of the force field. Try to save some time by jumping over the gaps in the force field rather than running all the way around.

Then you'll enter the third force field level, the most difficult. If you don't run out of time to complete the round, you'll most likely run out of time for an active force field. Again, you'll find more success jumping across the gaps in the field.

THE FUNHOUSE STAGE

This bonus round takes place over a series of balloons. As in the actual level, the balloons will pop after a short time. To gather everything valuable, start at the top and step on every balloon so they all pop.

When you get to the other side, turn around and go back. By this time, some of the balloons will probably have reappeared—you may face some tricky jumps.

THE FACTORY STAGE

An easy round. Just run all the way down to the right underneath all the Magnetic Movers. Watch out so they don't smash you. Grab the Magic Pac-Dot Chain at the other end, and it will lead you all the way back, letting you collect every fruit along the way.

THE MANSION STAGE

This bonus round allows you plenty of time. However, you will spend some of the time waiting. Begin by activating any of the Blue switches along the front ledge.

Wait for the fruit to spill out and parade around the area along the caskets. Then head out there and pick them up. Take care not to jump onto any caskets that have previously disappeared.

After you collect all the fruit, you can return to the front ledge and activate another Blue switch. Repeat this process until you get all the fruit or you run out of time.

History Quiz Answer Key

Here are the answers to the Pac-Man History Quiz in Chapter One. See how well you did ...

Question One

Question: Can you name the ghosts in *Pac-Man*?
Answer: The answer is C. Inky, Blinky, Pinky, and Clyde.

Question Two

Question: How many unique mazes did *Pac-Man* feature?
Answer: The answer is A. The player saw only one maze in the original *Pac-Man*.

WORLD

Question Three

Question: Can you name the 1982 hit song based on *Pac-Man* that eventually reached the Top 40?
Answer: The answer is B, *Pac-Man Fever* by Buckner and Garcia.

Question Four

Question: Can you name the difference between *Ms. Pac-Man* and *Pac-Man*?
Answer: The answer is D, all of the above. *Ms. Pac-Man* featured moving fruit, different mazes and color schemes, and also had ghosts that did not follow patterns.

Question Five

Question: Which Pac-Man game featured scrolling mazes so big they could not fit on one screen?
Answer: The answer is A, *Pac-Man Junior.*

Question Six

Question: What was the original proposed name of Pac-Man?
Answer: The answer is D, Puc-Man.

Question Seven

Question: Name the first Toru Iwatani game released in the United States?
Answer: The answer is C, *Gee Bee*, licensed in 1979.

Question Eight

Question: Namco Ltd. in Japan created two of the Pac-Man arcade games, the original *Pac-Man* and which other game?
Answer: The answer is A, *Super Pac-Man.*

Last-Minute Strategy

ARROWS

While exploring the various levels and stages you will spot arrows on Crates, walls, or just about anything. These arrows usually point the way the path goes. However, you will occasionally see an arrow that points off of the main path. These arrows often lead to hidden items or power-ups.

INVULNERABILITY

When Pac-Man takes damage, he will flash for a few seconds afterwards. He is invulnerable for this short time. Occasionally, you can benefit by purposely taking the hit (assuming you have enough Health Wedges), then quickly proceeding through an even-more-dangerous area. Use this rather extreme tactic with caution.

POINT POTENTIAL

Work hard to get as many points as possible. A low point score won't keep you from beating the game, but high scores boost pride and earn bragging rights.

You can take some steps to maximize your point potential. First, and most importantly: Destroy every enemy. You probably won't encounter anything as often as you find enemies, so make sure you destroy every one.

You can also rack up points by collecting Pac-Dots. Pick up as many as possible, but take care not to use them as weapons. Pac-Dot and Super Pac-Dot attacks work well but cost you points in the end.

This one seems like a given, but you'll find it difficult to achieve: Try to get every ghost on the same Power Pellet. This becomes especially important during the mazes you encounter through the Galaxian Doors since the ghosts regenerate. Try grabbing the power pellet and heading straight for the cell where the ghosts start. You can chomp them as they come out!

Fruits yield a ton of points, and you'll find them all over the place. Don't neglect the fruit found during the bonus rounds and in the mazes. Most people complete the mazes as soon as the can, but a wise player will wait until no more fruit reappear before grabbing that last Pac-Dot.

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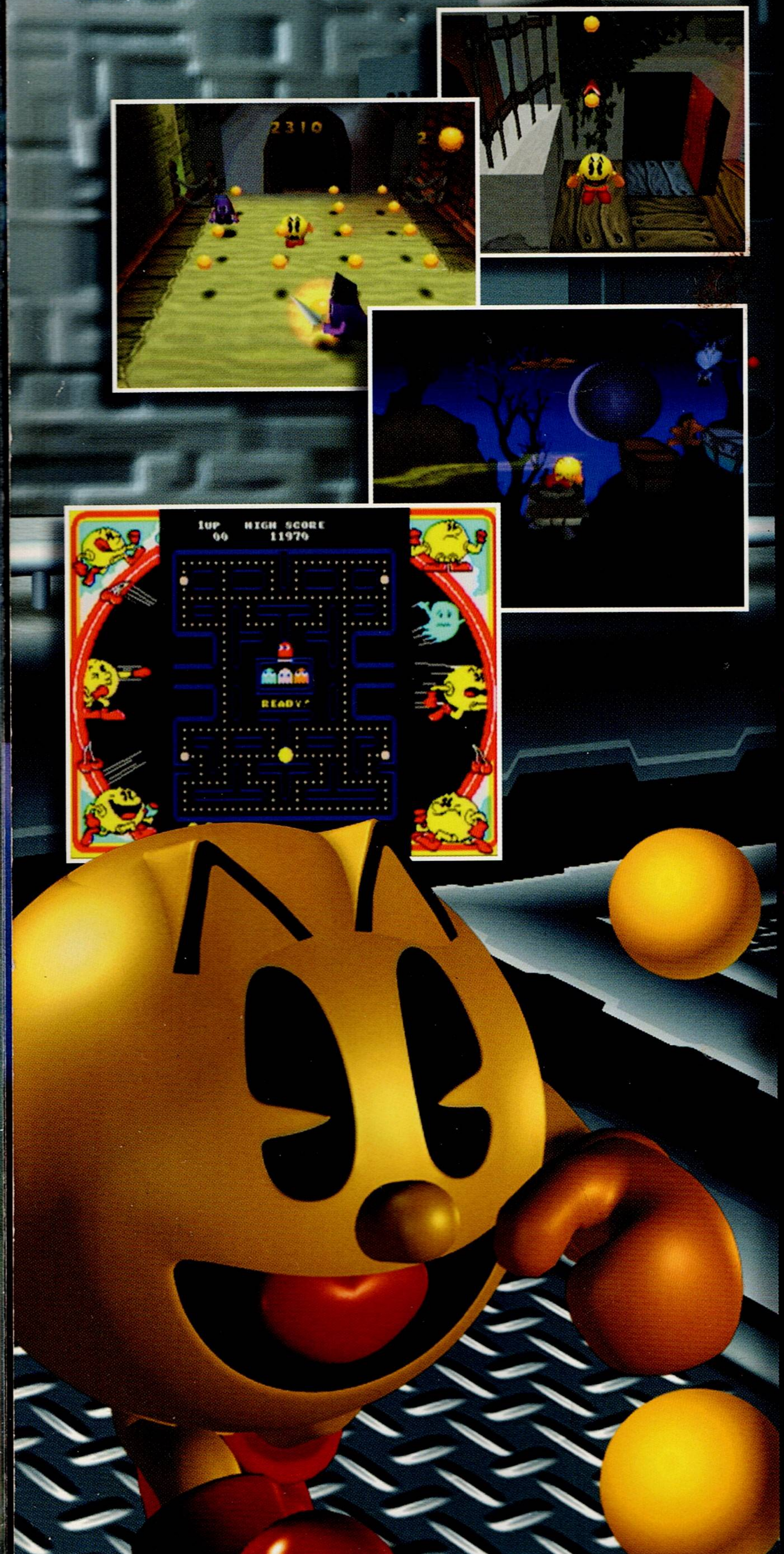
PAC'S BACK!



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